

APPENDIX E

TACTICAL GRAPHICS

E.1 GENERAL

E.1.1 Scope. This section provides operational information in the form of tactical graphics related to battlespace geometry. These graphics are necessary for battlefield planning and management, but cannot be presented as icon-based symbols alone. This appendix is a mandatory part of this standard. The information contained herein is intended for compliance.

E.2 APPLICABLE DOCUMENTS

This section is not applicable to this appendix.

E.3 DEFINITIONS

The definitions in section 3 of this standard apply to this appendix.

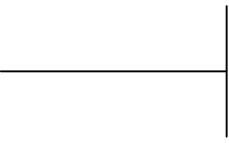
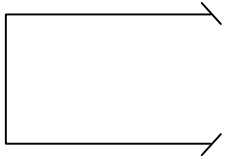

E.4 WARFIGHTING SYMBOLOGY

E.4.1 Battlespace geometry. Battlespace geometry includes tasks, control measures, points, areas, lines, aviation maneuver graphics, deception graphics, offense maneuver graphics, special maneuver graphics, mobility/survivability, fire support graphics, combat service support, command and control, and operations other than war, along with the symbols/icons presented in the standard including the use of text and indicators to convey operational information which cannot be presented via symbols/icons alone. The rules for generation and display, including optional use of color, follow the guidelines presented previously unless stated otherwise in this section. The ID coding is presented in appendix B. Battlespace geometry codes used in symbol ID code position 3, Battle Dimension are T (tasks), C (control measures), and O (operations other than war).

NOTE: The numbers displayed within the battlespace graphics are used as examples and not as specific parts of the graphic. They are shown to designate place holders.

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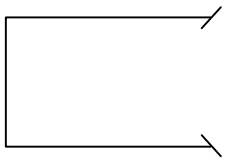
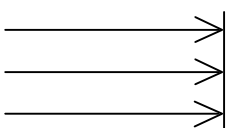
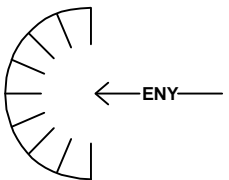
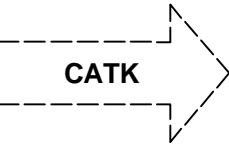
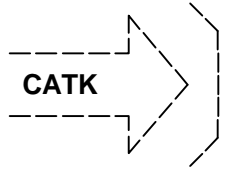
TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Tactical Graphics	2.X	
Tasks	2.X.1	
Task Graphics	2.X.1.1	
Block 1. A tactical task assigned to a unit which requires it to deny the enemy access to a given area or to prevent enemy advance in a given direction or an avenue of approach. It may be for a specified time. Units assigned this mission may have to retain terrain and accept decisive engagement. 2. An obstacle effect that integrates fire planning and obstacle effort to stop an attacker on a specific avenue of approach or to prevent an enemy from exiting an engagement area.	2.X.1.1.1	
	G*T*GB---- *****	
Breach A tactical task where any means available are employed to break through or secure a passage through an enemy defense, obstacle, minefield, or fortification.	2.X.1.1.2	
	G*T*GH---- *****	
Bypass A tactical task which involves maneuvering around an obstacle, position, or enemy force to maintain the momentum of advance. Bypassed obstacles and enemy forces are reported to higher HQ.	2.X.1.1.3	
	G*T*GY---- *****	

Note: White filled icon represents
white opaque filled icon.

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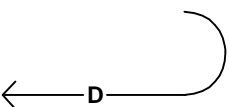
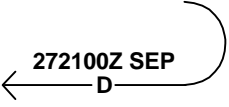
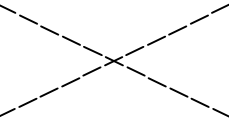
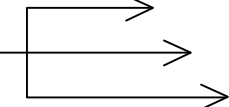

TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Canalize To restrict operations to a narrow zone by use of existing or reinforcing obstacles or by fire or bombing. (Army)--A tactical task used to restrict operations to a narrow zone by the use of obstacles, fires, and/or unit maneuvering or positioning.	2.X.1.1.4	
	G*T*GC---- *****	
Clear To clear the air to gain either temporary or permanent air superiority or control in a given sector. (Army)--1. A tactical task to remove all enemy forces from a specific location, area, or zone. 2. To eliminate transmissions on a tactical radio net in order to allow a higher precedence transmission to occur. 3. The total elimination or neutralization of an obstacle that is usually performed by follow-on engineers and is not done under fire.	2.X.1.1.5	
	G*T*GX---- *****	
Contain To stop, hold, or surround the forces of the enemy or to cause the enemy to center activity on a given front and to prevent his withdrawing any part of his forces for use elsewhere. (Army)--A tactical task to restrict enemy movement.	2.X.1.1.6	
	G*T*GJ---- *****	
Counterattack (CATK) A form of offensive operation in which an attack by a part or all of a defending force is made against an enemy attacking force, for such specific purposes as regaining ground lost, cutting off or destroying lead enemy units, and with the general objective of regaining the initiative and denying the enemy the attainment of his goal or purpose in attacking.	2.X.1.1.7	
	G*T*GK---- *****	
Counterattack By Fire	2.X.1.1.7.1	
	G*T*GKF--- *****	

Note: White filled icon represents
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TABLE E-I. Tactical graphics (cont'd).

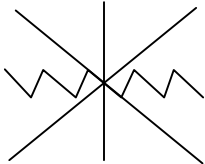
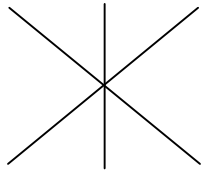
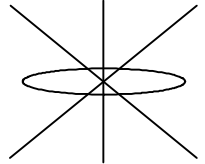
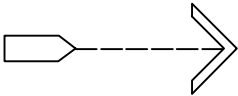
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Delay 1. The ground distance from a point directly beneath the aircraft to the beginning of the area of radar scan. 2. In radar, the electronic delay of the start of the time base used to select a particular segment of the total. 3. A report from the firing ship to the observer or the spotter to inform that the ship will be unable to provide the requested fire immediately. It will normally be followed by the estimated duration of the delay.	2.X.1.1.8	
	G*T*GL---- *****	
Delay (until a specified time)	2.X.1.1.8.1	
	G*T*GLT--- *****	
Destroy 1. A tactical task to physically render an enemy force combat-ineffective unless it is reconstituted. 2. To render a target so damaged that it cannot function as intended nor be restored to a usable condition without being entirely rebuilt. In aviation missions, requires 70 percent incapacitation/destruction of enemy force. In artillery, requires 30 percent incapacitation/destruction of enemy force.	2.X.1.1.9	
	G*T*GD---- *****	
Disrupt A tactical task or obstacle effect (that integrates fire planning and obstacle effort) that breaks apart an enemy's formation and tempo, interrupts the enemy's time table, causes premature commitment of forces, and/or splinters their attack.	2.X.1.1.10	
	G*T*GT---- *****	
Fix A position determined from terrestrial, electronic, or astronomical data. (Army)-- 1. A tactical task in which actions are taken to prevent the enemy from moving any part of his forces from a specific location and/or for a specific period of time by holding or surrounding them to prevent their withdrawal for use elsewhere. 2. A tactical obstacle effect that integrates fire planning and obstacle effort to slow an attacker within a specified area--normally an engagement area.	2.X.1.1.11	
	G*T*GF----*****	

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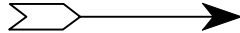
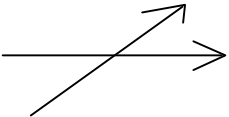
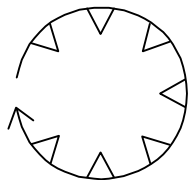
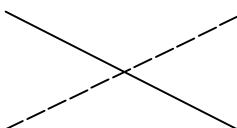
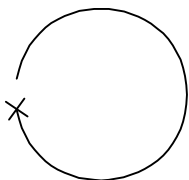
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Electro-Magnetic	2.X.1.1.11.1	
	G*T*GFE--- *****	
Acoustic	2.X.1.1.11.2	
	G*T*GFA--- *****	
Electro-Optical	2.X.1.1.11.3	
	G*T*GFO--- *****	
Follow and Assume An operation in which a committed force follows a force conducting an offensive operation, and is prepared to continue the mission of the force it is following when that force is fixed, attrited, or otherwise unable to continue. Such a force is not a reserve but is committed to accomplish specified tasks.	2.X.1.1.12	
	G*T*GA---- *****	

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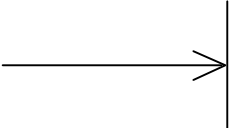

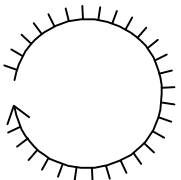
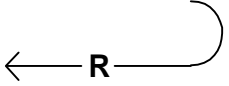
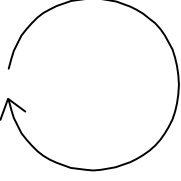
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Follow and Support An operation in which a committed force follows and supports the mission accomplishment of a force conducting an offensive operation. Such a force is not a reserve, but is committed to accomplish specified tasks.	2.X.1.1.12.1	
	G*T*GAS--- *****	
Interdict To divert, disrupt, delay, or destroy enemy's surface military potential before it can be used effectively against friendly forces. (Army)--Using fire support or maneuver forces; 1. To seal off an area by any means; to deny use of a route or approach. 2. To carry out a tactical task to prevent, hinder, or delay the use of an area or route by enemy forces.	2.X.1.1.13	
	G*T*GI---- *****	
Isolate A tactical task given to a unit to seal off (both physically and psychologically) an enemy from its sources of support, to deny an enemy freedom of movement, and prevent an enemy unit from having contact with other enemy forces. An enemy must not be allowed sanctuary within its present position.	2.X.1.1.14	
	G*T*GE---- *****	
Neutralize As pertains to military operations, to render ineffective or unusable. (Army)-- 1. To render enemy personnel or material incapable of interfering with a particular operation. 2. To render safe mines, bombs, missiles, and booby traps. 3. To make harmless anything contaminated with a chemical agent.	2.X.1.1.15	
	G*T*GN---- *****	
Occupy 1. A tactical task in which a force moves onto an objective, key terrain, or other manmade or natural terrain area without opposition and controls that entire area. 2. To remain in an area and retain control of that area.	2.X.1.1.16	
	G*T*GO---- *****	

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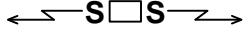
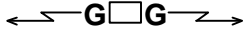
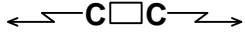
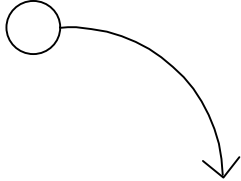
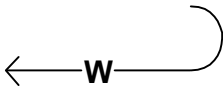
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Penetrate In land operations, the breaking through of the enemy's defense and disrupting the defensive system.	2.X.1.1.17	
	G*T*GP-----*****	
Relief In Place (RIP) An operation in which, by direction of higher authority, all or part of a unit is replaced in an area by the incoming unit. The responsibilities of the replaced elements for the mission and the assigned zone of operations are transferred to the incoming unit. The incoming unit continues the operation as ordered.	2.X.1.1.18	
	G*T*GR---- *****	
Retain When used in the context of deliberate planning, the directed command will keep the referenced operation plan, operation plan in concept format, or concept summary and any associated Joint Operation Planning System or Joint Operation Planning and Execution System automated data processing files in an inactive library or status. The plan and its associated files will not be maintained unless directed by follow-on guidance. (Army)--A tactical task to occupy and hold a terrain feature to ensure it is free of enemy occupation or use.	2.X.1.1.19	
	G*T*GQ---- *****	
Retirement An operation in which a force out of contact moves away from the enemy. Army--A form of retrograde operations; a directed, rearward movement by a force that is not in contact with the enemy and does not anticipate significant contact with the enemy.	2.X.1.1.20	
	G*T*GM---- *****	
Secure In an operational context, to gain possession of a position or terrain feature, with or without force, and to make such disposition as will prevent, as far as possible, his destruction or loss by enemy action. Army--A tactical task to gain possession of a position or terrain feature, with or without force, and to deploy in a manner which prevents its destruction or loss to enemy action.	2.X.1.1.21	
	G*T*GS-----*****	

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TABLE E-I. Tactical graphics (cont'd).



DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Security (screen)	2.X.1.1.21.1	
	G*T*GSS--- *****	
Security (guard)	2.X.1.1.21.2	
	G*T*GSG--- *****	
Security (cover)	2.X.1.1.21.3	
	G*T*GSC--- *****	
Seize A tactical task to clear a designated area and obtain control of it.	2.X.1.1.22	
	G*T*GZ---*****	
Withdraw A planned operation in which a force in contact disengages from an enemy force. Army--A tactical task where a force in contact plans to disengage from the enemy and move in a direction away from the enemy.	2.X.1.1.23	
	G*T*GW--- *****	

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TABLE E-I. Tactical graphics (cont'd).

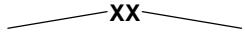
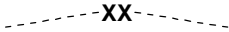
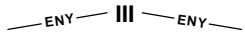
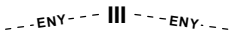
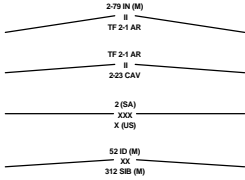
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Withdraw Under Pressure	2.X.1.1.23.1	
	G*T*GWP--- *****	
Control Measures Directives given graphically or orally by a commander to subordinate commands in order to assign responsibilities, coordinate fires and maneuver, and control combat operations.	2.X.2	
Maneuver Graphics	2.X.2.1	
General Maneuver Graphics	2.X.2.1.1	
Points	2.X.2.1.1.1	
Point of Interest	2.X.2.1.1.1.1	
	G*C*MGPI-- *****	
Lines	2.X.2.1.1.2	
Boundaries 1. A line which delineates surface areas (or airspace) for the purpose of facilitating coordination and deconfliction of operations between adjacent units, formations or areas. 2. A control measure normally drawn along identifiable terrain features and used to delineate areas of tactical responsibility between adjacent units and between higher headquarters to the rear of the subordinate units.	2.X.2.1.1.2.1	
General Boundaries	2.X.2.1.1.2.1.1	

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TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Friendly Present	2.X.2.1.1.2.1.1.1	
	GFC*MGLBGF* *****	
Friendly Planned or On Order	2.X.2.1.1.2.1.1.2	
	GFC*MGLBGO* *****	
Enemy Known	2.X.2.1.1.2.1.1.3	
	GHC*MGLBGK* *****	
Enemy Suspected or Templated	2.X.2.1.1.2.1.1.4	
	GHC*MGLBGS* *****	
Lateral Boundary Control measures which define the left and right limits of a unit's zone of action or sector. Together with the rear and forward boundary and a coordinating altitude, lateral boundaries define the area of operations for a commander.	2.X.2.1.1.2.1.2	
	G*C*MGLBL- *****	

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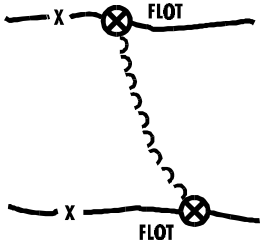
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<p>Forward Boundary</p> <p>The farthest limit, in the direction of the enemy, of an organization's responsibility. It is responsible for deep operations to that limit. The next higher headquarters is responsible for coordinating deep operations beyond that limit. In offensive operations it may move from phase line to phase line dependent on the battlefield situation.</p>	2.X.2.1.1.2.1.3	
	G*C*MGLBF- *****	
<p>Rear Boundary</p> <p>Define the rear of a sector or zone of action assigned to a particular unit. The area behind a rear boundary belongs to the next higher commander and positioning of elements behind it must be coordinated with that commander.</p>	2.X.2.1.1.2.1.4	
	G*C*MGLBR_** ***	

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TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<p>Forward Line of Troops (FLOT) A line that indicates the most forward positions of forces in any kind of military operation at a specific time. It normally identifies the forward location of covering and screening forces. Army-- The FLOT may be at, beyond, or short of the FEBA</p> <p>Friendly Present</p> <p>Friendly Planned or On Order</p> <p>Enemy Known or Confirmed</p> <p>Enemy Suspected or Templated</p>	2.X.2.1.1.2.2	
	G*C*MGLF-- *****	
		
		
Example of a Forward Line of Troops (FLOT)	Example	

Note: White filled icon represents
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TABLE E-I. Tactical graphics (cont'd).

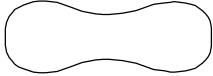
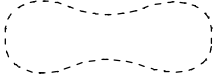
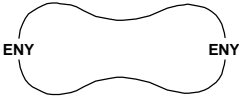
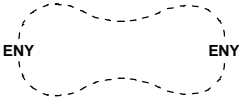
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Line of Contact A general trace delineating the location where two opposing forces are engaged.	2.X.2.1.1.2.3	
	G*C*MGLL-- *****	
Phase/Coordination Line A line used for control and coordination of military operations, usually a terrain feature extending across the zone of action. Army-- A line used for control and coordination of military operations. It is usually along a recognizable terrain feature extending across the sector or zone of action. Units normally report crossing PLs, but do not halt unless specifically directed.	2.X.2.1.1.2.4	
	G*C*MGLP-- *****	
Bearing Line	2.X.2.1.1.2.5	
	G*C*MGLE-- *****	
Electronic	2.X.2.1.1.2.5.1	
	G*C*MGLEE-- *****	
Acoustic	2.X.2.1.1.2.5.2	
	G*C*MGLEA-- *****	
Torpedo	2.X.2.1.1.2.5.3	
	G*C*MGLET-- *****	
Electro-Optical Intercept	2.X.2.1.1.2.5.4	
	G*C*MGLEO-- *****	

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MIL-STD-2525A

APPENDIX E

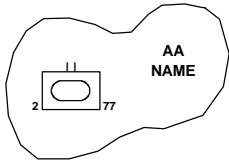
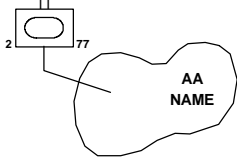
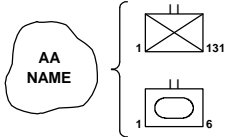
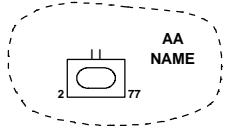
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Areas	2.X.2.1.1.3	
Unspecified Area	2.X.2.1.1.3.1	
General Area	2.X.2.1.1.3.1.1	
Friendly	2.X.2.1.1.3.1.1.1	
	GFC*MGAUAF* ****	
Friendly Planned/On Order	2.X.2.1.1.3.1.1.2	
	GFC*MGAUAP* ****	
Enemy Known/Confirmed	2.X.2.1.1.3.1.1.3	
	GHC*MGAUAE* ****	
Enemy Suspected/Templated	2.X.2.1.1.3.1.1.4	
	GHC*MGAUAS* ****	

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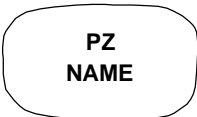
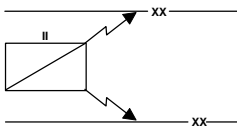
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Assembly Area 1. An area in which a command is assembled preparatory to further action. 2. In a supply installation, the gross area used for collecting and combining components into complete units, kits, or assemblies.	2.X.2.1.1.3.1.2	
	G*C*MGAUB- *****	
Occupied	2.X.2.1.1.3.1.2.1	
	G*C*MGAUBO* *****	
Occupied by Multiple Units	2.X.2.1.1.3.1.2.2	
	G*C*MGAUBM* *****	
Proposed/ On Order	2.X.2.1.1.3.1.2.3	
	G*C*MGAUBR* *****	
Specified Area	2.X.2.1.1.3.2	

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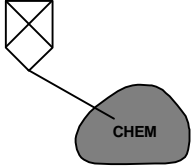

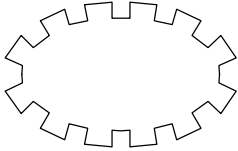



TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Drop Zone (DZ) A specific area upon which airborne troops, equipment, or supplies are airdropped by parachute.	2.X.2.1.1.3.2.1	
	G*C*MGASD- *****	
Extraction Zone (EZ) A specified drop zone used for the delivery of equipment and/or supplies by means of an extraction technique from an aircraft flying very close to the ground.	2.X.2.1.1.3.2.2	
	G*C*MGASE- *****	
Landing Zone (LZ) A specified area used for landing aircraft.	2.X.2.1.1.3.2.3	
	G*C*MGASL- *****	
Pickup Zone (PZ) A geographic area used to pick up troops and/or equipment by helicopter.	2.X.2.1.1.3.2.4	
	G*C*MGASP- *****	
Search Area/Reconnaissance Area Used to depict the area within which a unit or formation is responsible for reconnaissance. As shown, the points of the arrows indicate the width of that area but <i>not</i> its forward edge.	2.X.2.1.1.3.2.5	
	G*C*MGASS- *****	

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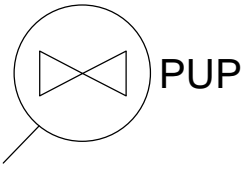
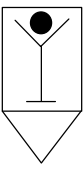

TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Limited Access Area Superimposed on the basic symbol are other symbols to indicate to what personnel or equipment the area is impassable.	2.X.2.1.1.3.2.6	
	G*C*MGASM- *****	
Engagement Area	2.X.2.1.1.3.2.7	
	G*C*MGASG- *****	
Fortified Area	2.X2.1.1.3.2.8	
	G*C*MGASF- *****	
Aviation Maneuver Graphics	2.X.2.1.2	
Aviation Points	2.X.2.1.2.1	
Air Control Point (ACP) An easily identifiable point on the terrain or an electronic navigational aid used to provide necessary control during air movement. ACPs are generally designated at each point where the flight route or air corridor makes a definite change in direction and any other point deemed necessary for timing or control of the operation.	2.X.2.1.2.1.1	
	G*C*MAAP-- *****	

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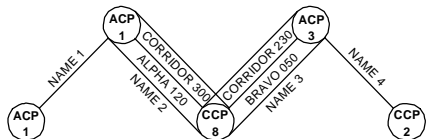
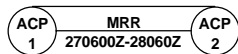
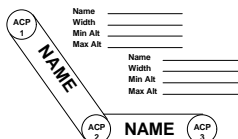
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Communications Checkpoint (CCP) An air control point that requires serial leaders to report either to the aviation mission commander or the terminal control facility.	2.X.2.1.2.1.2	
	G*C*MAAC-- *****	
Pop-Up Point (PUP) The location at which aircraft quickly gain altitude for target acquisition and engagement.	2.X.2.1.2.1.3	
	G*C*MAAU-- *****	
Downed Aircrew Pickup Point A point to where aviators will attempt to evade and escape to be recovered by friendly forces.	2.X.2.1.2.1.4	
	G*C*MAAD-- *****	
Aviation Lines	2.X.2.1.2.2	

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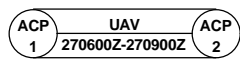
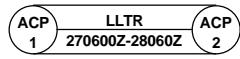
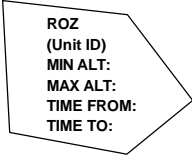
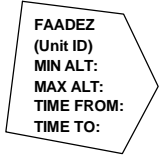
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Air Corridor The Air Corridor is punctuated with Air Control Points (ACPs) at the appropriate places.	2.X.2.1.2.2.1 G*C*MALC-- *****	
Example of an Air Corridor		
Minimum Risk Route (MRR) A temporary corridor of defined dimensions recommended for use by high-speed, fixed-wing aircraft that presents the minimum known hazards to low-flying aircraft transiting the combat zone. Army--An MRR is a temporary flight route recommended for USAF use. It presents the minimum known hazards to low-flying aircraft in the control zone (CZ). The MRR must be approved by the airspace control authority and avoids fire support targets such as air defense weapons, landing zones, pick-up zones, FARPs, and Army airfields.	2.X.2.1.2.2.2 G*C*MALM-- *****	
Standard-Use Army Aircraft Flight Route (SAAFR) Routes which are established below the coordinating altitude to facilitate the movement of Army aviation assets. Normally, these routes are located in the corps through brigade rear area of operations.	2.X.2.1.2.2.3 G*C*MALS-- *****	

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TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Unmanned Aerial Vehicle (UAV) Route An unmanned vehicle capable of being controlled from a distant location through a communication link. It is normally designed to be recoverable.	2.X.2.1.2.2.4	
	G*C*MALU-- *****	
Low Level Transit Route (LLTR) A temporary corridor of defined dimensions established in the forward area to minimize the risk to friendly aircraft from friendly air defenses or surface forces.	2.X.2.1.2.2.5	
	G*C*MALL-- *****	
Aviation Areas	2.X.2.1.2.3	
Restricted Operations Zone (ROZ) A volume of airspace of defined dimensions designated for a specific operational mission. Entry into that zone is authorized only by the originating headquarters.	2.X.2.1.2.3.1	
	G*C*MAVR-- *****	
Forward Area Air Defense Zone (FAADEZ)	2.X.2.1.2.3.2	
	G*C*MAVF-- *****	

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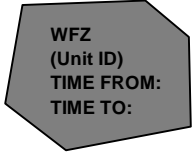
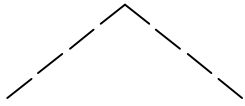
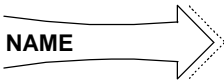
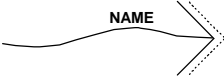
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
High Density Airspace Control Zone (HIDACZ) Airspace designated in an airspace control plan or airspace control order in which there is a concentrated employment of numerous and varied weapons and airspace users. A high-density airspace control zone has defined dimensions which usually coincide with geographical features or navigational aids. Access to a high-density airspace control zone is normally controlled by the maneuver commander. The maneuver commander can also direct a more restrictive weapons status within the high-density airspace control zone.	2.X.2.1.2.3.3	
	G*C*MAVH-- *****	
Missile Engagement Zone (MEZ) 1. High-Altitude Missile Engagement Zone (HIMEZ). In air defense, that airspace of defined dimensions within which the responsibility for engagement of air threats normally rests with high-altitude surface-to-air missiles. 2. Low-Altitude Missile Engagement Zone (LOMEZ). In air defense, that airspace of defined dimensions within which the responsibility for engagement of air treats normally rests with low to medium altitude surface-to-air missiles. 3. In air defense, that airspace of defined dimensions within which the responsibility for engagement of air threats normally rests with short-range air defense weapons. It may be established within a low or high altitude missile engagement. 4. Joint Engagement Zone (JEZ). In air defense, that airspace of defined dimensions within which multiple air defense systems (surface-to-air missiles and aircraft) are simultaneously employed to engage air threats.	2.X.2.1.2.3.4	
	G*C*MAVM-- *****	
Low Altitude MEZ	2.X.2.1.2.3.4.1	
	G*C*MAVML-- *****	
High Altitude MEZ	2.X.2.1.2.3.4.2	
	G*C*MAVMH-- *****	

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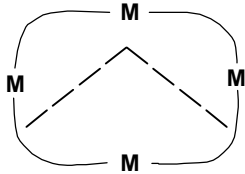
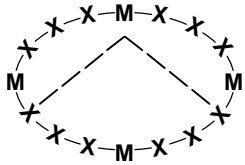
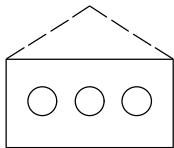
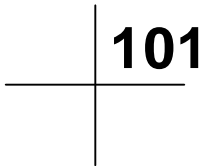
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Weapons Free Zone	2.X.2.1.2.3.5	
	G*C*MAVW-- *****	
Deception Graphics Those measures designed to mislead the enemy by manipulation, distortion, or falsification of evidence to include him to react in a manner prejudicial to his interests (or more vulnerable to the effects of weapons, maneuver, and operations of his enemy).	2.X.2.1.3	
Dummy (Deception) (Decoy)	2.X.2.1.3.1	
	G*C*MDD--- *****	
Axis of Advance for Feint	2.X.2.1.3.2	
	G*C*MDA--- *****	
Direction of Attack for Feint	2.X.2.1.3.3	
	G*C*MDF--- *****	

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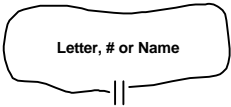
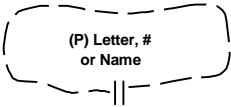
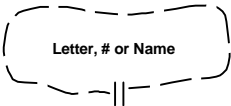
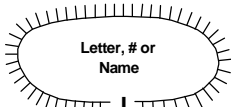
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Decoy Mined Area	2.X.2.1.3.4	
	G*C*MDM--- *****	
Decoy Mined Area, Fenced	2.X.2.1.3.5	
	G*C*MDY--- *****	
Dummy Minefield Aminefield containing no live mines and presenting only a psychological threat.	2.X.2.1.3.6	
	G*C*MDN--- *****	
Defense Maneuver Graphic	2.X.2.1.4	
Defense Point Graphic	2.X.2.1.4.1	
Target Reference Point (TRP) An easily recognizable point on the ground (either natural or man-made) used to initiate, distribute, and control fires. TRPs can also designate the center of an area where the commander plans to distribute or converge the fires of all his weapons rapidly. They are used by task force and below, and can further delineate sectors of fire within an engagement area. TRPs are designated using the standard target symbol and numbers issued by the fire support officer. Once designated, TRPs also constitute indirect fire targets.	2.X.2.1.4.1.1	
	G*C*MMPT-- *****	
Battle Position	2.X.2.1.4.1.2	

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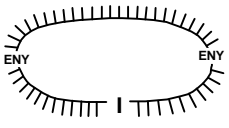
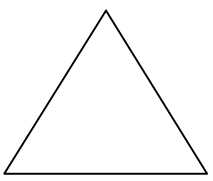
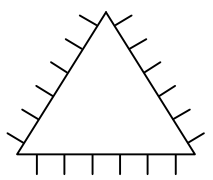
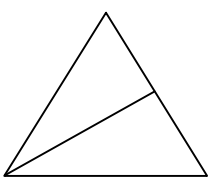
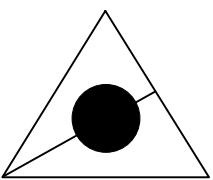
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Occupied (Battalion sized unit)	2.X.2.1.4.1.2.1	
	G*C*MMPBO- *****	
Prepared "(P)" but not occupied	2.X.2.1.4.1.2.2	
	G*C*MMPBP- *****	
Planned	2.X.2.1.4.1.2.3	
	G*C*MMPBL- *****	
Strong Point (SP) A defensive position, usually strongly fortified and heavily armed with automatic weapons around which other positions are grouped for its protection. Army--A position requiring extensive engineering effort for obstacles and survivability positions and positioned to control or block an avenue of approach. Normally, command and control, aid stations, and critical supply stockpiles will be dug-in with overhead protection. Trenches and other protective construction will be done to protect soldiers and weapons from damage during assault by mounted and dismounted forces.	2.X.2.1.4.1.3	
Friendly	2.X.2.1.4.1.3.1	
	GFC*MMPSF- *****	

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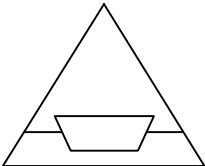
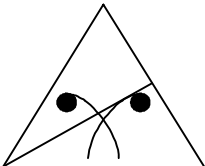

TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Enemy Known and Confirmed	2.X.2.1.4.1.3.2	
	GHC*MMPS- *****	
Observation Post/Outpost	2.X.2.1.4.1.4	
	G*C*MMPO-- *****	
Combat Outpost	2.X.2.1.4.1.4.1	
	G*C*MMPOC- *****	
Observation Post Occupied by Dismounted Scouts or Reconnaissance	2.X.2.1.4.1.4.2	
	G*C*MMPOR- *****	
Forward Observer Position	2.X.2.1.4.1.4.3	
	G*C*MMPOF- *****	

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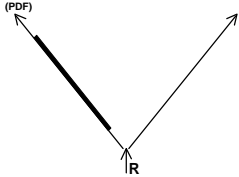
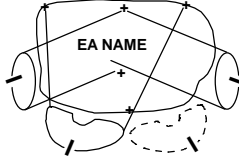

TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Sensor Outpost/Listening Post (OP/LP)	2.X.2.1.4.1.4.4	
	G*C*MMPOS- *****	
NBC Observation Post (Dismounted)	2.X.2.1.4.1.4.5	
	G*C*MMPON- *****	
Defense Line Graphic	2.X.2.1.4.2	
Forward Edge of the Battle Area (FEBA) The foremost limits of a series of areas in which ground combat units are deployed, excluding the areas in which the covering or screening forces are operating. It is designated to coordinate fire support, the positioning of forces, or the maneuver of units.	2.X.2.1.4.2.1	FEBA ⊗ ⊗ FEBA
	G*C*MMDF-- *****	
Actual Trace of the FEBA	2.X.2.1.4.2.1.1	FEBA ⊗ ————— ⊗ FEBA
	G*C*MMDFA- *****	

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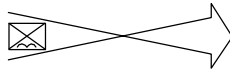
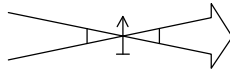
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Proposed or On Order Trace of the FEBA	2.X.2.1.4.2.1.2	
	G*C*MMDFP- *****	
Principal Direction of Fire (PDF) The direction of fire assigned or designated as the main direction in which a weapon will be oriented. It is selected based on the enemy, mission, terrain, and weapons capability.	2.X.2.1.4.2.2	
	G*C*MMDP-- *****	
Defense Area Graphic	2.X.2.1.4.3	
Engagement Area (EA) An area along an enemy avenue of approach where the commander intends to contain and destroy an enemy force with the massed fires of all available weapons. The size and shape of the engagement area is determined by the relatively unobstructed intervisibility from the weapon systems in their firing positions and the maximum range of those weapons.	2.X.2.1.4.3.1	
	G*C*MMAE-- *****	
Offense Maneuver Graphics	2.X.2.1.5	
Offensive Point Graphic	2.X.2.1.5.1	
Point of Departure In night or limited visibility attacks, a specific place on the line of departure (LD) where a unit will cross.	2.X.2.1.5.1.1	
	G*C*MOPD-- *****	

Note: White filled icon represents
white opaque filled icon.

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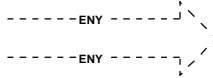
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Offense Line Graphic	2.X.2.1.5.2	
Axis of Advance A line of advance assigned for purposes of control; often a road or a group of roads, or a designated series of locations, extending in the direction of the enemy. Army--A general route of advance, assigned for purposes of control, which extends toward the enemy. An axis of advance symbol graphically portrays a commander's intention, such as avoidance of built-up areas or envelopment of an enemy force. It follows terrain suitable for the size of the force assigned the axis, and is often a road, a group of roads, or a designated series of locations. A commander may maneuver his forces and supporting fires to either side of an axis of advance provided the unit remains oriented on the axis and the objective. Deviations from an assigned axis of advance must not interfere with the maneuver of adjacent units without prior approval of the higher commander. Enemy forces that do not threaten security or jeopardize mission accomplishment may be bypassed. An axis of advance is not used to direct the control of terrain or the clearance of enemy forces from specific locations. Intermediate objectives normally are assigned for these purposes.	2.X.2.1.5.2.1	
Friendly Aviation	2.X.2.1.5.2.1.1	
	GFC*MOLAF- *****	
Friendly Airborne	2.X.2.1.5.2.1.2	
	GFC*MOLAA- *****	
Friendly Attack Helicopter	2.X.2.1.5.2.1.3	
	GFC*MOLAH- *****	

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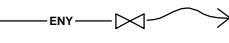
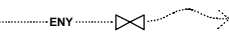
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Friendly Ground Axis of Supporting Attack	2.X.2.1.5.2.1.4	
	GFC*MOLAS- *****	
Friendly Ground Axis of Main Attack	2.X.2.1.5.2.1.5	
	GFC*MOLAM- *****	
Friendly Ground Axis On Order with Date and Time (if known) Effective	2.X.2.1.5.2.1.6	
	GFC*MOLAO- *****	
Enemy Confirmed	2.X.2.1.5.2.1.7	
	GHC*MOLAE- *****	
Enemy Templated	2.X.2.1.5.2.1.8	
	GHC*MOLAT- *****	

Note: White filled icon represents
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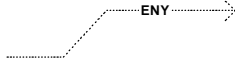
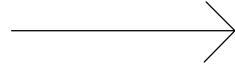
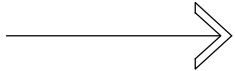
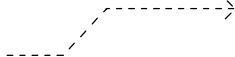
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Direction of Attack A specific direction or route that the main attack or the center of mass of the unit main body of the force will follow. The unit is restricted, required to attack as indicated, and is not normally allowed to bypass the enemy. The direction of attack is used primarily in counterattacks or to ensure that supporting attacks make maximal contribution to the attack. (In NATO, it is referred to as an attack route.) If used, it is normally at battalion and lower levels. Direction of attack is a more restrictive control measure than axis of advance, and units are not free to maneuver off the assigned route. It usually is associated with infantry units conducting nights.	2.X.2.1.5.2.2	
Friendly Aviation	2.X.2.1.5.2.2.1	
	GFC*MOLDF- *****	
Friendly Aviation Planned or On Order	2.X.2.1.5.2.2.2	
	GFC*MOLDY- *****	
Enemy Known/Confirmed Aviation	2.X.2.1.5.2.2.3	
	GHC*MOLDE- *****	
Templated Enemy Aviation	2.X.2.1.5.2.2.4	
	GHC*MOLDT- *****	

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TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Enemy Confirmed/Known Ground	2.X.2.1.5.2.2.5	
	GHC*MOLDG- *****	
Templated Enemy Ground	2.X.2.1.5.2.2.6	
	GHC*MOLDR- *****	
Friendly Direction of Supporting Attack	2.X.2.1.5.2.2.7	
	GFC*MOLDS- *****	
Friendly Direction of Main Attack	2.X.2.1.5.2.2.8	
	GFC*MOLDM- *****	
Friendly Planned or On Order	2.X.2.1.5.2.2.9	
	GFC*MOLDO- *****	

Note: White filled icon represents
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TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Final Coordination Line A line close to the enemy position used to coordinate the lifting and/or shifting of supporting fires with the final deployment of maneuver elements. It should be recognizable on the ground. It is not a fire support coordination measure.	2.X.2.1.5.2.3	
	G*C*MOLF-- *****	
Infiltration Line	2.X.2.1.5.2.4	
	G*C*MOLI-- *****	
Limit of Advance An easily recognized terrain feature beyond which attacking elements will not advance.	2.X.2.1.5.2.5	
	G*C*MOLL-- *****	
Line of Departure 1. In land warfare, a line designated to coordinate the departure of attack elements (commitment of attacking units or scouting elements at a specific time). 2. In amphibious warfare, a suitably marked offshore coordinating line to assist assault craft to land on designated beaches at scheduled times.	2.X.2.1.5.2.6	
	G*C*MOLT-- *****	
Line of Departure/Line of Contact (LD/LC) The designation of forward friendly positions as the LD when opposing forces are in contact.	2.X.2.1.5.2.7	
	G*C*MOLC-- *****	

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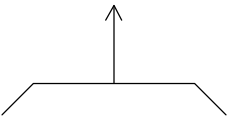
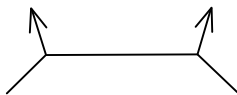

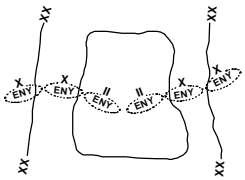
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Probable Line of Deployment (PLD) A line selected on the ground, usually the last covered and concealed position prior to the objective and forward of the line of departure, where attacking units deploy prior to beginning an assault; it is generally used under conditions of limited visibility.	2.X.2.1.5.2.8	
	G*C*MOLP-- *****	
Offense Area Graphic	2.X.2.1.5.3	
Assault Position That position between the line of departure (LD) and the objective in an attack from which forces assault the objective. Ideally, it is the last covered and concealed position before reaching the objective.	2.X.2.1.5.3.1	
	G*C*MOOA-- *****	
Attack Position The last position occupied or passed through by the assault echelon before crossing the line of departure (LD).	2.X.2.1.5.3.2	
Friendly Attack Position	2.X.2.1.5.3.2.1	
	GFC*MOOTF- *****	
Friendly Occupied (only if a unit must stop in the attack position)	2.X.2.1.5.3.2.2	
	GFC*MOOTC- *****	

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TABLE E-I. Tactical graphics (cont'd).

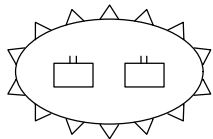
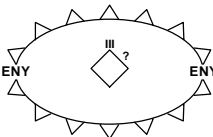
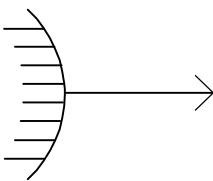
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Friendly Planned, Proposed, or On Order	2.X.2.1.5.3.2.3	
	GFC*MOOTP- *****	
Attack By Fire Position Fires employed to destroy the enemy from a distance, normally used when the mission does not dictate or support occupation of the objective. This task is usually given to the supporting element during the offensive and as a counterattack option for the reserve during defensive operations.	2.X.2.1.5.3.3	
	G*C*MOOP-- *****	
Support By Fire Position A tactical task by which a maneuver element moves to a position on the battlefield where it can engage the enemy by direct fire. The maneuver element does not attempt to maneuver to capture enemy forces or terrain.	2.X.2.1.5.3.4	
	G*C*MOOS-- *****	
Objective The physical object of the action taken, e.g., a definite tactical feature, the seizure and/or holding of which is essential to the commander's plan. Army--1. The physical object of the action taken (for example, a definite terrain feature, the seizure and/or holding of which is essential to the commander's plan, or the destruction of an enemy force without regard to terrain features). 2. The clearly defined, decisive, and attainable aims towards which every military operation should be directed.	2.X.2.1.5.3.5	
	G*C*MOOJ-- *****	
Penetration Box	2.X.2.1.5.3.6	
	G*C*MOOX-- *****	

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TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Special Maneuver Graphic	2.X.2.1.6	
General	2.X.2.1.6.1	
Encirclement The loss of freedom of maneuver to one force resulting from an enemy force's control of all routes of egress and reinforcement.	2.X.2.1.6.1.1	
Friendly	2.X.2.1.6.1.1.1	
	GFC*MSGEF- *****	
Enemy	2.X.2.1.6.1.1.2	
	GHC*MSGFY- *****	
Ambush A surprise attack by fire from concealed positions on a moving or temporarily halted enemy.	2.X.2.1.6.1.2	
	G*C*MSGF-- *****	
Line	2.X.2.1.6.2	

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TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Airhead A designated area in a hostile or threatened territory which, when seized and held, ensures the continuous air landing of troops and material and provides maneuver space for operations. Normally it is the area seized in the assault phase of an airborne or air assault operation. Army--The airhead contains enough drop zones (DZs), landing zones (LZs), and extraction zones (EZs) to ensure mass, interior lines of communication and defense in depth.	2.X.2.1.6.2.1	
	G*C*MSLA-- *****	
Bridgehead An area of ground held or to be gained on the enemy's side of an obstacle. Army--In river-crossing operations, an area on the enemy's side of the water obstacle that is large enough to accommodate the majority of the crossing force, has adequate terrain to permit defense of the crossing sites, and provides a base for continuing the attack.	2.X.2.1.6.2.2	
	G*C*MSLB-- *****	
Holding Line In retrograde river-crossing operations, the outer limit of the area established between the enemy and the water obstacle to preclude direct and observed indirect fires into crossing areas.	2.X.2.1.6.2.3	
	G*C*MSLH-- *****	
Release Line Phase line used in river-crossing operations that delineates a change in the headquarters controlling movement.	2.X.2.1.6.2.4	
	G*C*MSLR-- *****	
Area	2.X.2.1.6.3	

Note: White filled icon represents
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TABLE E-I. Tactical graphics (cont'd).



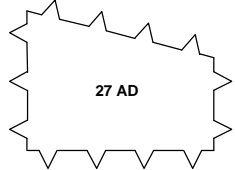


DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Area of Operations (AO) That portion of an area necessary for military operations and for the administration of such operations. Army--A geographical area, usually defined by lateral, forward, and rear boundaries assigned to a commander, by a higher commander, in which he has responsibility and the authority to conduct military operations.	2.X.2.1.6.3.1	
	G*C*MSAO-- *****	
Named Area of Interest A point or area along a particular avenue of approach through which enemy activity is expected to occur. Activity or lack of activity within an NAI will help to confirm or deny a particular enemy course of action.	2.X.2.1.6.3.2	
	G*C*MSAN-- *****	
Targeted Area of Interest The geographical area or point along a mobility corridor the successful interdiction of which will cause an enemy to either abandon a particular course of action or require him to use specialized engineer support to continue and where he can be acquired and engaged by friendly forces. Not all TAIs will form part of the friendly COA; only TAIs associated with higher payoff targets (HTPs) are of interest to the staff. These are identified during staff planning and wargaming. TAIs differ from engagement areas in degree. Engagement areas plan for the use of all available weapons; TAIs might be engaged by a single weapon.	2.X.2.1.6.3.3	
	G*C*MSAT-- *****	
Mobility/Survivability A battlefield operating system (BOS) which preserves the freedom of maneuver of friendly forces (includes breaching enemy obstacles, increasing battlefield circulation, improving existing routes, etc.) and protects them from the effects of enemy weapon systems and from natural occurrences (includes hardening of facilities and fortification of battle positions).	2.X.2.2	
Obstacles An obstruction designed or employed to disrupt, fix, turn, or block the movement of an opposing force and to impose additional losses in personnel, time, and equipment on the opposing force. Obstacles can exist naturally or can be man-made, or can be a combination of both. Obstacles can be used to protect friendly forces from close assault.	2.X.2.2.1	
General	2.X.2.2.1.1	

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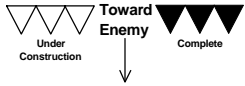





TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Belt Normally, a brigade-level obstacle control measure that specifies the intent and location of subordinate obstacles. It also supports the intent of the higher headquarters obstacle zone.	2.X.2.2.1.1.1	
	G*C*BOGB-- *****	
Line	2.X.2.2.1.1.2	
	G*C*BOGL-- *****	
Zone A division-level command and control measure, normally done graphically, to designate specific land areas where lower echelons are allowed to employ tactical obstacles.	2.X.2.2.1.1.3	
	G*C*BOGZ-- *****	
Abatis A vehicular obstacle constructed by felling trees (leaving a 1-2 meter stump above the ground on both sides of a road, trail, gap, or defile) so that they fall, interlocking, toward the expected direction of enemy approach. The trees should remain attached to the stumps, be at a 45 degree angle to the roadway, and the obstacle itself should be at least 75 meters in depth to be most effective.	2.X.2.2.1.2	
	G*C*BOA--- *****	
Antitank Obstacles	2.X.2.2.1.3	

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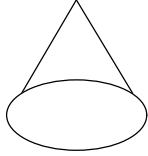
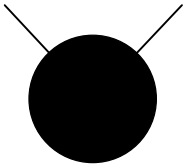
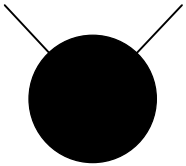
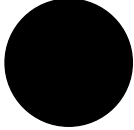
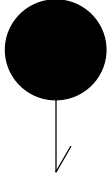
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Antitank Ditch	2.X.2.2.1.3.1	
	G*C*BOATO- *****	
Antitank Ditch Reinforced with Antitank Mines	2.X.2.2.1.3.2	
	G*C*BOATM- *****	
Antitank Obstacles, Tetrahedrons, Dragon's Teeth and Other Similar Obstacles	2.X.2.2.1.3.3	<p>Fixed and Prefabricated </p> <p>Movable </p> <p>Movable and Prefabricated </p>
	G*C*BOATD- *****	
Antitank Wall	2.X.2.2.1.3.4	
	G*C*BOATW- *****	

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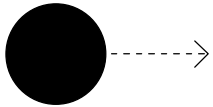
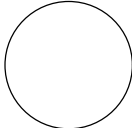

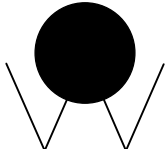

TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Booby Trap An explosive or nonexplosive device or other material deliberately placed to cause casualties when an apparently harmless object is disturbed or a normally safe act is performed.	2.X.2.2.1.4	
	G*C*BOAB-- *****	
Mines	2.X.2.2.1.5	
Antipersonnel (AP) Mines	2.X.2.2.1.5.1	
	G*C*BOAMA- *****	
Antitank Mine (AT)	2.X.2.2.1.5.2	
	G*C*BOAMT- *****	
Antitank Mine with Anti Handling Device	2.X.2.2.1.5.3	
	G*C*BOAMD- *****	

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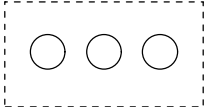
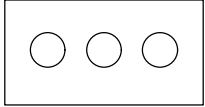


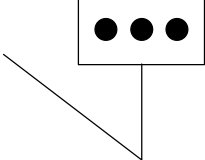
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Antitank Mine (Arrow Shows Effects) "Claymore Mine"	2.X.2.2.1.5.4	
	G*C*BOAMC- *****	
Unspecified Mine	2.X.2.2.1.5.5	
	G*C*BOAMU- *****	
Mine Cluster	2.X.2.2.1.5.6	
	G*C*BOAMN- *****	
Wide Area Mines	2.X.2.2.1.5.7	
	G*C*BOAMW- *****	
Minefields An area of ground containing mines laid with or without pattern.	2.X.2.2.1.6	

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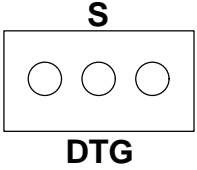
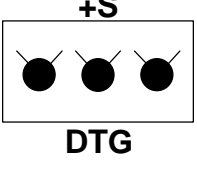
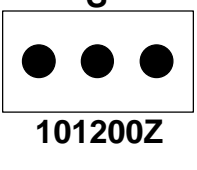
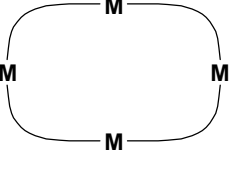
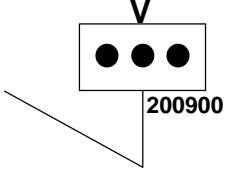
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Planned Minefield	2.X.2.2.1.6.1	
	G*C*BOAIP- *****	
Completed Minefield	2.X.2.2.1.6.2	
	G*C*BOAIC- *****	
Antipersonnel (AP) Minefield	2.X.2.2.1.6.3	
	G*C*BOAIL- *****	
Antitank (AT) Minefield with Gap	2.X.2.2.1.6.4	
	G*C*BOAIG- *****	
Antitank (AT) Minefield	2.X.2.2.1.6.5	
	G*C*BOAIN- *****	

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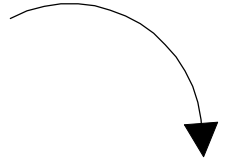
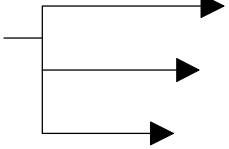
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Scatterable Mines	2.X.2.2.1.6.6	
	G*C*BOAIS- *****	
Antipersonnel (AP) Minefield Reinforced with Scatterable with Self-Destruct Date-Time-Group	2.X.2.2.1.6.7	
	G*C*BOAIH- *****	
Scatterable Minefield (Antitank Mines) with Self-Destruct Date-Time-Group	2.X.2.2.1.6.8	
	G*C*BOAID- *****	
Mined Area	2.X.2.2.1.6.9	
	G*C*BOAIM- *****	
Executed Volcano Minefield	2.X.2.2.1.7	
	G*C*BOAV-- *****	

Note: White filled icon represents
white opaque filled icon.

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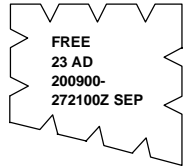
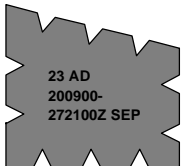
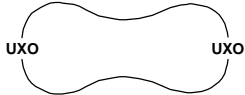

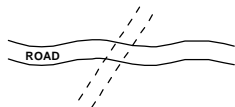
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Obstacle Effect	2.X.2.2.1.8	
Block	2.X.2.2.1.8.1	
	G*C*BOAEB- *****	
Fix	2.X.2.2.1.8.2	
	G*C*BOAEF- *****	
Turn	2.X.2.2.1.8.3	
	G*C*BOAET- *****	
Disrupt	2.X.2.2.1.8.4	
	G*C*BOAED- *****	

Note: White filled icon represents
white opaque filled icon.

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TABLE E-I. Tactical graphics (cont'd).

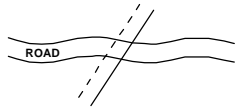


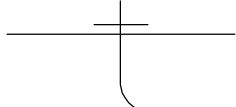

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Obstacle Free Area An area the commander designates as restricted from the emplacement of man-made obstacles, normally to facilitate future operations.	2.X.2.2.1.9	
	G*C*BOAF-- *****	
Obstacle-Restricted Area A command and control measure used to limit the type or number of obstacles within an area.	2.X.2.2.1.9.1	
	G*C*BOAFR- *****	
Un-exploded ordnance Area (UXO) Explosive ordnance which has been primed, fused, armed, or otherwise prepared for action, and which has been fired, dropped, launched, or placed in such a manner as to constitute a hazard to operations, installations, personnel, or material, and remains unexploded either by malfunction or for any other cause.	2.X.2.2.1.10	
	G*C*BOAU-- *****	
Roadblocks, Craters, and Blown Bridges A barrier or obstacle (usually covered by fire) used to block or limit the section of the road.	2.X.2.2.1.11	
Planned (usually used to close a lane through an antitank ditch or other obstacles)	2.X.2.2.1.11.1	
	G*C*BOARP- *****	

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TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Explosives, State of Readiness 1 (Safe)	2.X.2.2.1.11.2	
	G*C*BOARE- *****	
Explosives, State of Readiness 2 (armed but passable)	2.X.2.2.1.11.3	
	G*C*BOARS- *****	
Roadblock Complete (Executed)	2.X.2.2.1.11.4	
	G*C*BOARC- *****	
Trip Wire	2.X.2.2.1.12	
	G*C*BOAP-- *****	
Wire Obstacles	2.X.2.2.1.13	

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APPENDIX E


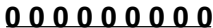
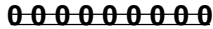
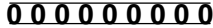


TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Unspecified	2.X.2.2.1.13.1	XXXXXXXXXX
	G*C*BOAWU- *****	
Single Fence	2.X.2.2.1.13.2	X—X—X
	G*C*BOAWS- *****	
Double Fence	2.X.2.2.1.13.3	XX—XX—XX
	G*C*BOAWD- *****	
Double Apron Fence	2.X.2.2.1.13.4	XXXXXXXXXX
	G*C*BOAWA- *****	
Low Wire Fence	2.X.2.2.1.13.5	XXXXXXXXXX
	G*C*BOAWL- *****	

Note: White filled icon represents
white opaque filled icon.

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TABLE E-I. Tactical graphics (cont'd).

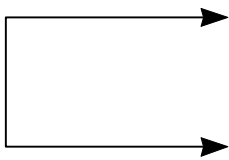
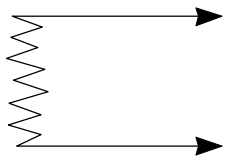
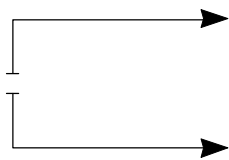

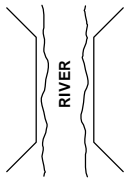
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
High Wire Fence	2.X.2.2.1.13.6	
	G*C*BOAWH- *****	
Single Concertina	2.X.2.2.1.13.7	
	G*C*BOAWC- *****	
Double Strand Concertina	2.X.2.2.1.13.8	
	G*C*BOAWB- *****	
Triple Strand Concertina	2.X.2.2.1.13.9	
	G*C*BOAWR- *****	
Obstacle Bypass A tactical task which involves maneuvering around an obstacle, position, or enemy force to maintain the momentum of advance.	2.X.2.2.2	
Obstacle Bypass Difficulty	2.X.2.2.2.1	

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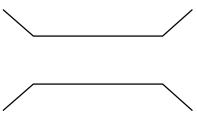


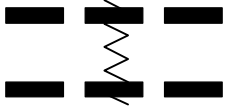
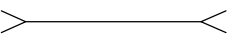
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Bypass Easy	2.X.2.2.2.1.1	
	G*C*BYOE-- *****	
Bypass Difficult	2.X.2.2.2.1.2	
	G*C*BYOD-- *****	
Bypass Impossible	2.X.2.2.2.1.3	
	G*C*BYOI-- *****	
Crossing Site/Water Crossing The location along a water obstacle where the crossing can be made using amphibious vehicles, assault boats, rafts, bridges, or fording vehicles.	2.X.2.2.2.2	
Assault Crossing Area	2.X.2.2.2.2.1	
	G*C*BYCA-- *****	

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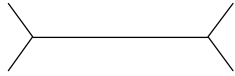
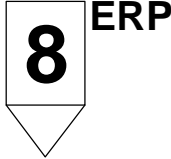

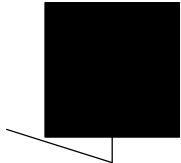
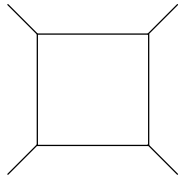
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Bridge or Gap An area within a minefield or obstacle belt, free of live mines or obstacles, whose width and direction will allow a friendly force to pass through in tactical formation. Army-- 1. Any break or breach in the continuity of tactical dispositions or formations beyond effective small arms coverage. 2. A portion of a minefield of specified width, in which no mines have been laid, to enable a friendly force to pass through the minefield in tactical formation. 3. A ravine, mountain pass, or river that presents an obstacle that must be bridged.	2.X.2.2.2.2.2	
	G*C*BYCB-- *****	
Ferry	2.X.2.2.2.2.3	
	G*C*BYCF-- *****	
Ford/Ford Easy A shallow part of a body of water that can be crossed without bridging, boats, or rafts. A location in a water barrier where the physical characteristics of current, bottom, and approaches permit the passage of personnel and/or vehicles and other equipment that remain in contact with the bottom.	2.X.2.2.2.2.4	
	G*C*BYCE-- *****	
Ford Difficult	2.X.2.2.2.2.5	
	G*C*BYCD-- *****	
Lane A route through an enemy or friendly obstacle which provides a passing force safe passage. The route may be reduced and proofed as part of a breach operation, or constructed as part of a friendly obstacle. A clear route through an obstacle.	2.X.2.2.2.2.6	
	G*C*BYCL-- *****	

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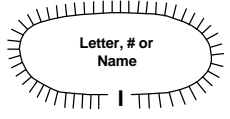
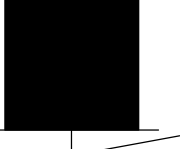
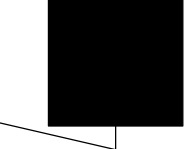
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Raft Site	2.X.2.2.2.7	
	G*C*BYCR-- *****	
Engineer Regulating Point Checkpoint to ensure that vehicles do not exceed the capacity of the crossing means and to give drivers final instructions on site-specific procedures and information, such as speed and vehicle interval.	2.X.2.2.2.8	
	G*C*BYCG-- *****	
Survivability 1. Includes all aspects of protecting personnel, weapons, and supplies while simultaneously deceiving the enemy. 2. Encompasses planning and locating position sites, designing adequate overhead cover, analyzing terrain and construction materials, selecting excavation methods, and countering the effects of direct fire weapons.	2.X.2.2.3	
Earthwork, Small Trench, or Fortification (line points to exact location)	2.X.2.2.3.1	
	G*C*BSE--- *****	
Fort	2.X.2.2.3.2	
	G*C*BSF--- *****	

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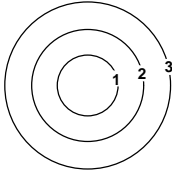
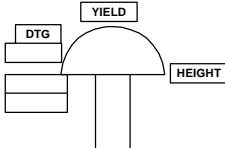
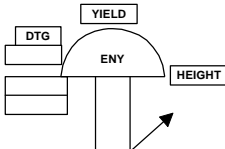
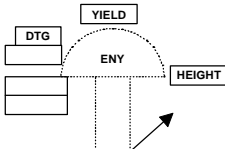
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Fortified Line	2.X.2.2.3.3	
	G*C*BSL--- *****	
Foxhole, Emplacement, or Weapon Site	2.X.2.2.3.4	
	G*C*BSE--- *****	
Strong Point A defensive position, usually strongly fortified and heavily armed with automatic weapons, around which other positions are grouped for its protection. Army-- A position requiring extensive engineer effort for obstacles and survivability positions and positioned to control or block an avenue of approach. Normally, command and control, aid stations, and critical supply stockpiles will be dug-in with overhead protection. Trenches and other protective construction will be done to protect soldiers and weapons from damage during assault by mounted and dismounted forces.	2.X.2.2.3.5	
	G*C*BSP--- *****	
Surface Shelter	2.X.2.2.3.6	
	G*C*BSH--- *****	
Underground Shelter	2.X.2.2.3.7	
	G*C*BSU--- *****	

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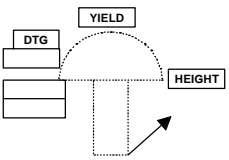
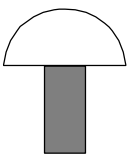
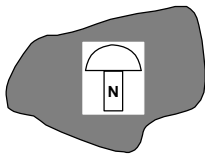
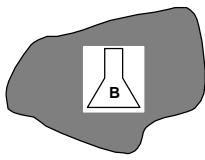
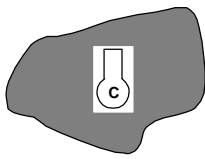
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Nuclear, Biological, and Chemical Graphics	2.X.2.2.4	
Minimum Safe Distance Zones	2.X.2.2.4.1	
	G*C*BWM--- *****	
Nuclear Detonations Friendly Ground Zero	2.X.2.2.4.2	
	G*C*BWN--- *****	
Enemy Known Ground Zero	2.X.2.2.4.3	
	GHC*BWE--- *****	
Enemy Templated	2.X.2.2.4.4	
	GHC*BWI--- *****	

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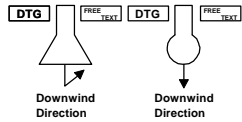
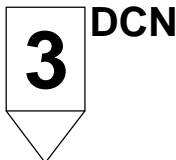

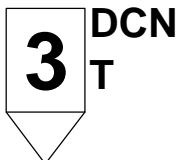
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Friendly Planned or On-Order	2.X.2.2.4.5	
	GFC*BWF--- *****	
Fallout Producing The precipitation to earth of radioactive particulate matter from a nuclear cloud; also applied to the particulate matter itself.	2.X.2.2.4.6	
	G*C*BWP--- *****	
Radioactive Area	2.X.2.2.4.7	 Shown in Yellow (if Available)
	G*C*BWR--- *****	
Biologically Contaminated Area	2.X.2.2.4.8	 Shown in Yellow (if Available)
	G*C*BWC--- *****	
Chemically Contaminated Area	2.X.2.2.4.9	 Shown in Yellow (if Available)
	G*C*BWH--- *****	

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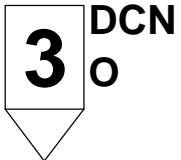

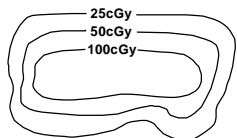
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Biological and Chemical Attack, Release Events	2.X.2.2.4.10	
	G*C*BWK--- *****	
Decontamination (Decon) Points	2.X.2.2.4.11	
Decon Site/Point (Unspecified)	2.X.2.2.4.11.1	
	G*C*BWDP-- *****	
Alternate Decon Site/Point (Unspecified)	2.X.2.2.4.11.2	
	G*C*BWDA-- *****	
Decon Site/Point (Troops)	2.X.2.2.4.11.3	
	G*C*BWDT-- *****	

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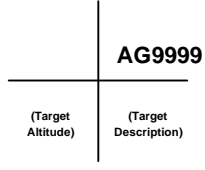

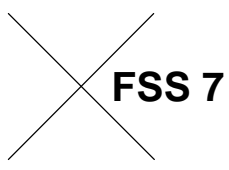
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Decon Site/Point (Equipment)	2.X.2.2.4.11.4	
	G*C*BWDE-- *****	
Decon Site/Point (Equipment and Troops)	2.X.2.2.4.11.5	
	G*C*BWDS-- *****	
Decon Site/Point (Operational Decontamination)	2.X.2.2.4.11.6	
	G*C*BWDO-- *****	
Decon Site/point (Thorough Decontamination)	2.X.2.2.4.11.7	
	G*C*BWDG-- *****	
Dose Rate Contour Lines	2.X.2.2.4.12	
	G*C*BWR--- *****	

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APPENDIX E

TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Fire Support Graphics	2.X.2.3	
Fire Support Point	2.X.2.3.1	
Target 1. A geographical area, complex, or installation planned for capture or destruction by military forces. 2. In intelligence usage, a country, area, installation, agency, or person against which intelligence operations are directed. 3. An area designated and numbered for future firing. 4. In gunnery and engagement usage, an impact burst which hits the target. 5. (NATO) In radar, any discrete object which reflects or retransmits energy back to the radar equipment, or the object of a radar search or surveillance. Army--an object, vehicle, individual, etc., which is the aiming point of any weapon or weapon system.	2.X.2.3.1.1	
Point/Single Target	2.X.2.3.1.1.1	
	G*C*FSTP-- *****	
Circular Target	2.X.2.3.1.1.2	
	G*C*FSTC-- *****	
Fire Support Station	2.X.2.3.1.2	
	G*C*FSS--- *****	
Fire Support Lines	2.X.2.3.2	

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APPENDIX E

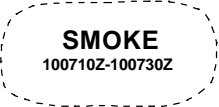

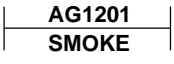
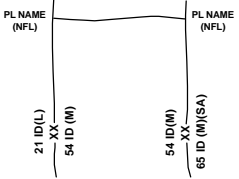
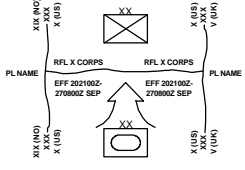
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Fire Support Coordination Line (FSCL) Designated by a line extending across the assigned areas of the establishing headquarters. The indicator of the establishing headquarters is shown after the letters FSCL. Figure E6 depicts an FSCL effective from 050030Z APR.	2.X.2.3.2.1	
	G*C*FLC--- *****	
Coordinated Fire Line (CFL)	2.X.2.3.2.2	
	G*C*FLF--- *****	
Linear Target	2.X.2.3.2.3	
	G*C*FLT--- *****	
Final Protective Fire	2.X.2.3.2.3.1	
	G*C*FLTP-- *****	
Smoke	2.X.2.3.2.4	

Note: White filled icon represents
white opaque filled icon.

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TABLE E-I. Tactical graphics (cont'd).




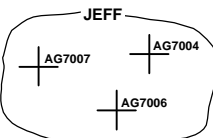
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Planned with Designated Time Shown	2.X.2.3.2.4.1	
	G*C*FLKP-- *****	
Smoke (Actually in Place)	2.X.2.3.2.4.2	
	G*C*FLKS-- *****	
Linear Smoke Target	2.X.2.3.2.4.3	
	G*C*FLKT-- *****	
No Fire Line A line short of which artillery or ships do not fire except on request or approval of the supported commander, but beyond which they may fire at any time without danger to friendly troops.	2.X.2.3.2.5	
	G*C*FLN--- *****	
Restrictive Fire Line (RFL) A line established between converging friendly forces (one or both may be moving) that prohibits fires or effects from fires across the line without coordination with the affected force. It is established by the commander of the converging forces.	2.X.2.3.2.6	
	G*C*FLR--- *****	

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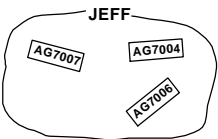


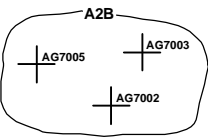
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Areas	2.X.2.3.3	
Fire Support Area	2.X.2.3.3.1	
	G*C*FAS--- *****	
Airspace Coordination Area The airspace coordination area is represented by the general ACA symbol outlined by a rectangle.	2.X.2.3.3.2	
	G*C*FAC--- *****	
Area Target	2.X.2.3.3.3	
	G*C*FAT--- *****	
Series Target In fire support, a number of targets and/or groups of targets planned in a predetermined time sequence to support a maneuver phase. A series of targets is indicated by a code name or nickname.	2.X.2.3.3.4	
Series of Targets Using Regular Targets	2.X.2.3.3.4.1	
	G*C*FARS-- *****	

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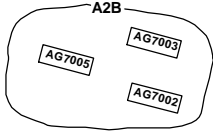

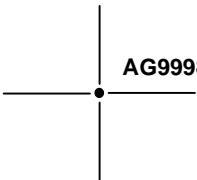


TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Series of Targets Using Rectangular Targets	2.X.2.3.3.4.2	
	G*C*FARU-- *****	
Bomb Area	2.X.2.3.3.5	
	G*C*FAB--- *****	
Free Fire Area (FFA) A specific designated area into which any weapon system may fire without additional coordination with the establishing headquarters. Normally, it is established on identifiable terrain by division or higher headquarters.	2.X.2.3.3.6	
	G*C*FAI--- *****	
Group of Targets Two or more targets on which fire is desired simultaneously. A group of targets is designated by a letter/number combination.	2.X.2.3.3.7	
Group of Targets Using Regular Targets	2.X.2.3.3.7.1	
	G*C*FAZT-- *****	

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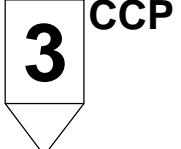
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Group of Targets Using Rectangular Targets	2.X.2.3.3.7.2	
	G*C*FAZU-- *****	
No Fire Area An area in which no fires or effects of fires are allowed. Two exceptions are (1) when establishing headquarters approves fires temporarily within the NFA on a mission basis, and (2) when the enemy force within the NFA engages a friendly force, the commander may engage the enemy to defend his force.	2.X.2.3.3.8	
	G*C*FAN--- *****	
Nuclear Target	2.X.2.3.3.9	
	G*C*FAU--- *****	
Restricted Fire Area (RFA) An area in which specific restrictions are imposed and into which fires that exceed those restrictions may not be delivered without prior coordination with the establishing headquarters.	2.X.2.3.3.10	
	G*C*FAD--- *****	
Position Area for Artillery (PAA) An area assigned to an M109A6 "Paladin" platoon and other artillery units for terrain management purposes in which the artillery maneuvered.	2.X.2.3.3.11	
	G*C*FAP--- *****	

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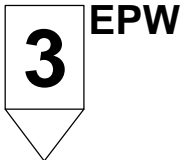
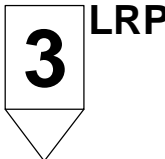
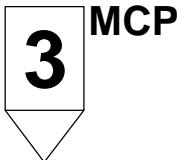
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Combat Service Support The essential capabilities, functions, activities, and tasks necessary to sustain all elements of operating forces in theater at all levels of war. Within the national and theater logistic systems, it includes, but is not limited to, that support rendered by service forces in ensuring the aspects of administrative services, chaplain services, civil affairs, finance, legal, supply, maintenance, transportation, health services, construction, troop construction, acquisition and disposal of real property, facilities engineering, topographic and geodetic engineering functions, food service, graves registration, laundry, dry cleaning, bath, property disposal, and other services required by aviation and ground combat troops to permit those units to accomplish their missions in combat. Combat service support encompasses those activities at all levels of war that produce sustainment to all operating forces on the battlefield.	2.X.2.4	
Points	2.X.2.4.1	
Ambulance Exchange Point A location where a patient is transferred from one ambulance to another en route to a medical treatment facility. This may be an established point in an ambulance shuttle system or it may be designated independently.	2.X.2.4.1.1	
	G*C*SPA--- *****	
Cannibalization Point To remove serviceable parts from one item of equipment in order to install them on another item of equipment. Army--The authorized removal of parts or components from economically unrepairable or disposable items or assemblies and making them available for reuse.	2.X.2.4.1.2	
	G*C*SPC--- *****	
Casualty Collection Point	2.X.2.4.1.3	
	G*C*SPY--- *****	

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TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Civilian Collection Point	2.X.2.4.1.4	
	G*C*SPT--- *****	
Detainee Collection Point	2.X.2.4.1.5	
	G*C*SPD--- *****	
Enemy Prisoner of War (EPW) Collection Point	2.X.2.4.1.6	
	GHC*SPE--- *****	
Logistics Release Point (LRP) 1. The point along the supply route (SR) where unit first sergeant or unit guide takes control of a company LOGPAC. 2. The point along the supply route where the supported unit meets the supporting unit to transfer supplies.	2.X.2.4.1.7	
	G*C*SPL--- *****	
Maintenance Collection Point A point established to collect equipment awaiting repair, controlled exchange, cannibalization or evacuation. May be operated by the user or by intermediate maintenance units.	2.X.2.4.1.8	
	G*C*SPM--- *****	

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TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Rearm, Refuel, and Resupply Point A designated point through which a unit passes where it receives fuel, ammunition, and other necessary supplies to continue combat operations.	2.X.2.4.1.9	 R3P
	G*C*SPR--- *****	
Refuel on the Move (ROM) Point Conducted during long movements where vehicles receive a prescribed (timed) amount of fuel and then continue their movement.	2.X.2.4.1.10	 ROM
	G*C*SPU--- *****	
Traffic Control Post (TCP) A place at which traffic is controlled either by military police or by mechanical means.	2.X.2.4.1.11	 TCP
	G*C*SPO--- *****	
Trailer Transfer Point A location where trailers are transferred from one carrier to another while en route.	2.X.2.4.1.12	 TTP
	G*C*SPI---*****	
Unit Maintenance Collection Point	2.X.2.4.1.13	 UMCP
	G*C*SPN--- *****	

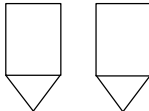


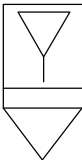
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TABLE E-I. Tactical graphics (cont'd).

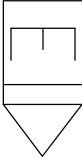
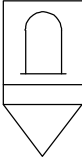
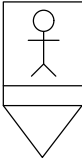

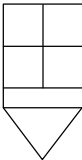
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Supply Points Any point where supplies are issued in detail.	2.X.2.4.1.14	
General	2.X.2.4.1.14.1	 I/IV/IX
	G*C*SPQT-- *****	
Class I	2.X.2.4.1.14.2	
	G*C*SPQA-- *****	
Class II	2.X.2.4.1.14.3	
	G*C*SPQB-- *****	
Class III	2.X.2.4.1.14.4	
	G*C*SPQC-- *****	

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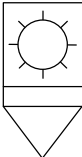



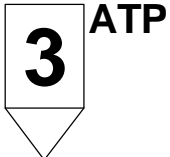


TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Class IV	2.X.2.4.1.14.5	
	G*C*SPQD-- *****	
Class V	2.X.2.4.1.14.6	
	G*C*SPQE-- *****	
Class VI	2.X.2.4.1.14.7	
	G*C*SPQF-- *****	
Class VII	2.X.2.4.1.14.8	
	G*C*SPQG-- *****	
Class VIII	2.X.2.4.1.14.9	
	G*C*SPQH-- *****	

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TABLE E-I. Tactical graphics (cont'd).

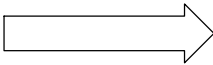
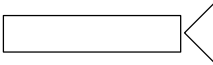
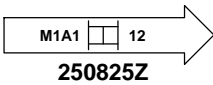


DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Class IX	2.X.2.4.1.14.10	
	G*C*SPQI-- *****	
Class X	2.X.2.4.1.14.11	
	G*C*SPQJ-- *****	
Ammunition Points	2.X.2.4.1.15	
ASP	2.X.2.4.1.15.1	
	G*C*SPMA-- *****	
ATP	2.X.2.4.1.15.2	
	G*C*SPMT-- *****	
Lines	2.X.2.4.2	
Convoys A group of vehicles organized for the purpose of control and orderly movement with or without escort protection. Army--A group of vehicles that move over the same route at the same time and under one commander.	2.X.2.4.2.1	

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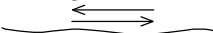

TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Moving Convoy	2.X.2.4.2.1.1	
	G*C*SLCM-- *****	
Halted Convoy	2.X.2.4.2.1.2	
	G*C*SLCH-- *****	
A column of 12 Medium Tanks at 0825 on the 25th	Example	
Supply Routes	2.X.2.4.2.2	
Main Supply Route The route or routes designated with an area of operations on which the bulk of traffic flows in support of military operations.	2.X.2.4.2.2.1	
	G*C*SLRM-- *****	

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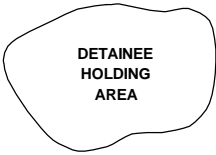
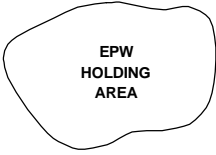

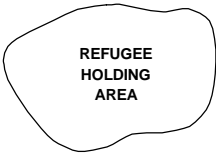

TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Alternate Supply Route A route or routes designated within an area of operations to provide for the movement of traffic when main supply routes become disabled or congested.	2.X.2.4.2.2.2	
	G*C*SLRA-- *****	
One-Way Traffic	2.X.2.4.2.2.3	
	G*C*SLRO-- *****	
Alternating Traffic	2.X.2.4.2.2.4	
	G*C*SLRT-- *****	
Two-Way Traffic	2.X.2.4.2.2.5	
	G*C*SLRW-- *****	
Area	2.X.2.4.3	

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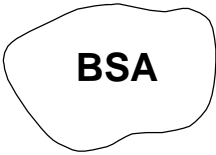
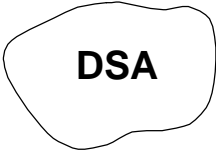
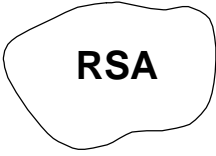

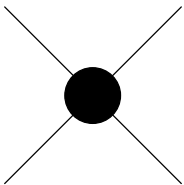

TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Detainee Holding Area	2.X.2.4.3.1	
	G*C*SAD--- *****	
Enemy Prisoner of War (EPW) Holding Area	2.X.2.4.3.2	
	GHC*SAP--- *****	
Forward Arming and Refueling Point (FARP) A temporary facility that is organized, equipped, and deployed by an aviation commander and normally located in the main battle area closer to the area of operations than the aviation unit's combat service support (CSS) area. It provides fuel and ammunition necessary for the employment of aviation maneuver units in combat. It permits combat aircraft to rapidly refuel and rearm simultaneously.	2.X.2.4.3.3	
	G*C*SAR--- *****	
Refugee Holding Area	2.X.2.4.3.4	
	G*C*SAH--- *****	
Support Areas A designated area in which combat services support (CSS) elements and some staff elements locate to support a unit.	2.X.2.4.3.5	

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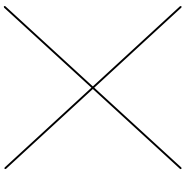
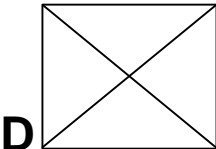

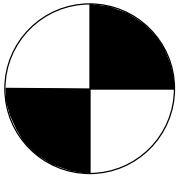
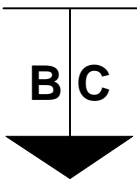
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Brigade Support Area (BSA) A designated area in which combat service support (CSS) elements from division support command (DISCOM) and corps support command (COSCOM) provide logistic support to a brigade. The forward support battalion (FSB) manages the terrain and unit locations.	2.X.2.4.3.5.1	
	G*C*SATB-- *****	
Division (DSA) An area normally located in the division rear and often positioned near air landing facilities along the main supply route (MSR). The DSA contains the portions of the division rear command post, DISCOM CO and units organic and attached to the DISCOM. It may also contain COSCPM units supporting the division.	2.X.2.4.3.5.2	
	G*C*SATD-- *****	
Regimental (RSA)	2.X.2.4.3.5.3	
	G*C*SATR-- *****	
Command and Control The exercise of authority and direction by a properly designated commander over assigned forces in the accomplishment of the mission. Command and control functions are performed through an arrangement of personnel, equipment, communications, and procedures employed by a commander in planning, directing, coordinating, and controlling forces and operations in the accomplishment of a mission.	2.X.2.5	
Special Point	2.X.2.5.1	
	G*C*OX---- *****	
Reference Point	2.X.2.5.1.2	

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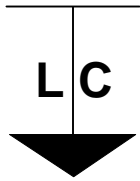
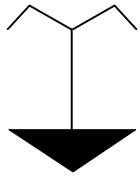

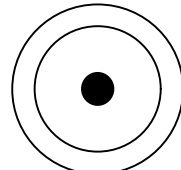
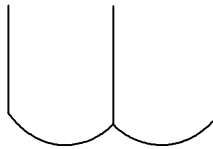
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
NAV Reference	2.X.2.5.1.2.1	
	G*C*OXRN-- *****	
DLRP	2.X.2.5.1.2.2	
	G*C*OXRD-- *****	
Underwater	2.X.2.5.1.3	
Datum	2.X.2.5.1.3.1	
	G*C*OXUD-- *****	
Brief Contact	2.X.2.5.1.3.2	
	G*C*OXUB-- *****	

Note: White filled icon represents
white opaque filled icon.

APPENDIX E

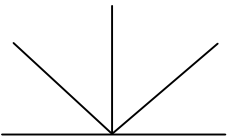
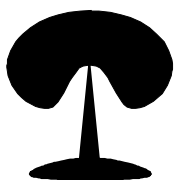
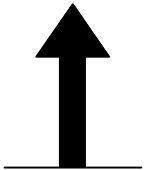
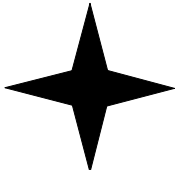
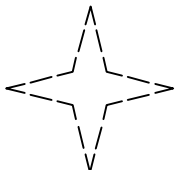
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Lost Contact	2.X.2.5.1.3.3	
	G*C*OXUL-- *****	
Sinker	2.X.2.5.1.3.4	
	G*C*OXUS-- *****	
Weapon	2.X.2.5.1.4	
Aim Point	2.X.2.5.1.4.1	
	G*C*OXWA-- *****	
Drop Point	2.X.2.5.1.4.2	
	G*C*OXWD-- *****	

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APPENDIX E

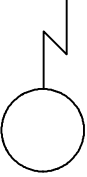
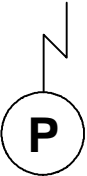
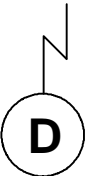
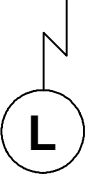
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Entry Point	2.X.2.5.1.4.3	
	G*C*OXWE-- *****	
Ground Zero	2.X.2.5.1.4.4	
	G*C*OXWG-- *****	
MSL Detect Point	2.X.2.5.1.4.5	
	G*C*OXWM-- *****	
Impact Point	2.X.2.5.1.4.6	
	G*C*OXWI-- *****	
Predicted Impact Point	2.X.2.5.1.4.7	
	G*C*OXWP-- *****	

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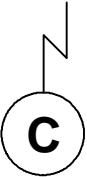
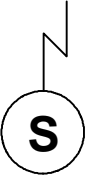
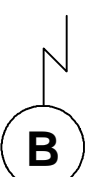
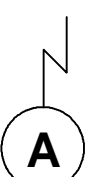
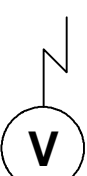
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Sonobuoy	2.X.2.5.1.5	
	G*C*OXY--- *****	
Pattern Center	2.X.2.5.1.5.1	
	G*C*OXP-- *****	
DIFAR	2.X.2.5.1.5.2	
	G*C*OXYD-- *****	
LOFAR	2.X.2.5.1.5.3	
	G*C*OXYL-- *****	

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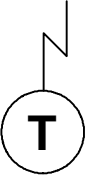
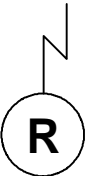
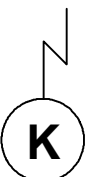
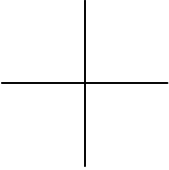
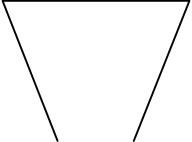
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
CASS	2.X.2.5.1.5.4	
	G*C*OXYC-- *****	
DICASS	2.X.2.5.1.5.5	
	G*C*OXYB-- *****	
BT	2.X.2.5.1.5.6	
	G*C*OXYB-- *****	
ANM	2.X.2.5.1.5.7	
	G*C*OXYA-- *****	
VLAD	2.X.2.5.1.5.8	
	G*C*OXYV-- *****	

Note: White filled icon represents
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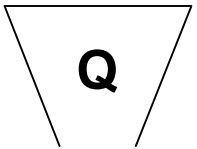
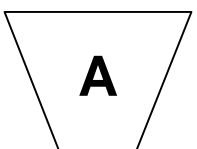

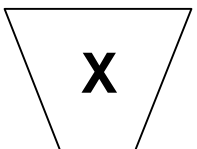
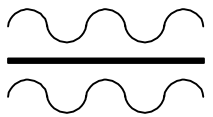
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
ATAC	2.X.2.5.1.5.9	
	G*C*OXYT-- *****	
RO	2.X.2.5.1.5.10	
	G*C*OXYR-- *****	
Kingpin	2.X.2.5.1.5.11	
	G*C*OXYK-- *****	
Formation	2.X.2.5.1.6	
	G*C*OXN--- *****	
Harbor	2.X.2.5.1.7	
	G*C*OXH--- *****	

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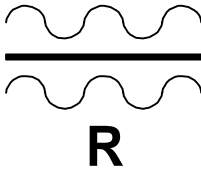
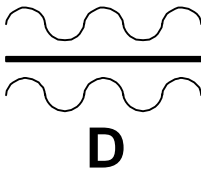
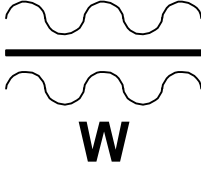
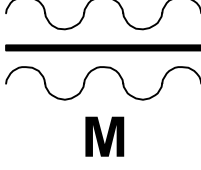
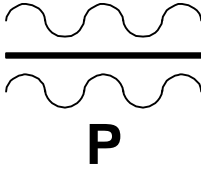
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Point Q	2.X.2.5.1.7.1	
	G*C*OXHQ-- *****	
Point A	2.X.2.5.1.7.2	
	G*C*OXHA-- *****	
Point Y	2.X.2.5.1.7.3	
	G*C*OXHY-- *****	
Point X	2.X.2.5.1.7.4	
	G*C*OXHX-- *****	
Route	2.X.2.5.1.8	
	G*C*OXR--- *****	

Note: White filled icon represents
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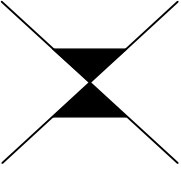
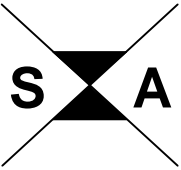

TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Rendezvous	2.X.2.5.1.8.1	
	G*C*OXRR-- *****	
Diversions	2.X.2.5.1.8.2	
	G*C*OXRD-- *****	
Waypoint	2.X.2.5.1.8.3	
	G*C*OXRW-- *****	
PIM	2.X.2.5.1.8.4	
	G*C*OXRP-- *****	
Point R	2.X.2.5.1.8.5	
	G*C*OXRT-- *****	

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white opaque filled icon.

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TABLE E-I. Tactical graphics (cont'd).

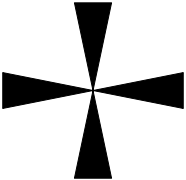

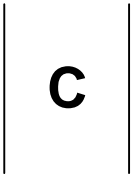

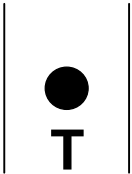
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Hazard	2.X.2.5.1.9	
Oil Rig	2.X.2.5.1.9.1	
	G*C*OXZO-- *****	
Search	2.X.2.5.1.10	
	G*C*OXS--- *****	
Search Area	2.X.2.5.1.10.1	
	G*C*OXSA-- *****	
DIP Position	2.X.2.5.1.10.2	
	G*C*OXSD-- *****	

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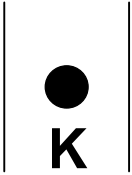
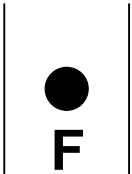
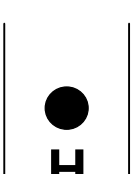
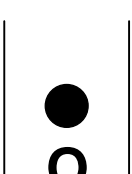
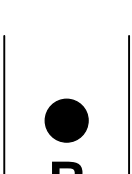
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Search Center	2.X.2.5.1.10.3	
	G*C*OXSC-- *****	
Air Control	2.X.2.5.1.11	
Combat Air Patrol (CAP)	2.X.2.5.1.11.1	
	G*C*OXAC-- *****	
Airborne Early Warning (AEW)	2.X.2.5.1.11.2	
	G*C*OXAA-- *****	
TACAN	2.X.2.5.1.11.3	
	G*C*OXAT-- *****	

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APPENDIX E

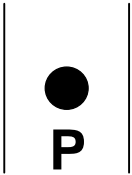
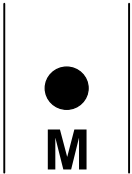
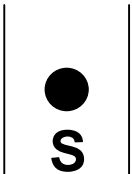
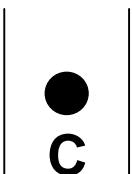
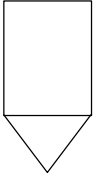
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Tanking	2.X.2.5.1.11.4	
	G*C*OXAK-- *****	
Anti Submarine Warfare/Fixed Wing (ASW F/W)	2.X.2.5.1.11.5	
	G*C*OXAF-- *****	
ASW Rotary Wing	2.X.2.5.1.11.6	
	G*C*OXAH-- *****	
Tomcat	2.X.2.5.1.11.7	
	G*C*OXAO-- *****	
Rescue	2.X.2.5.1.11.8	
	G*C*OXAR-- *****	

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APPENDIX E

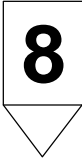

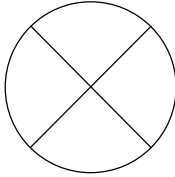


TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Replenish	2.X.2.5.1.11.9	
	G*C*OXAP-- *****	
Marshall	2.X.2.5.1.11.10	
	G*C*OXAM-- *****	
Strike IP	2.X.2.5.1.11.11	
	G*C*OXAS-- *****	
Corridor Tab	2.X.2.5.1.11.12	
	G*C*OXAD-- *****	
General or Unspecified Command and Control Point	2.X.2.5.2	
	G*C*OG---- *****	

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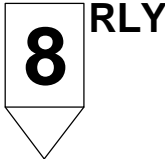


TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Checkpoint 1. A predetermined point on the surface of the Earth used as a means of controlling movement, a registration target for fire adjustment, or reference for location. 2. Center of impact; a burst center. 3. Geographical location on land or water above which the position of an aircraft in flight may be determined by observation or by electrical means. 4. A place where military police check vehicular or pedestrian traffic in order to enforce circulation control measures and other laws, orders, and regulations.	2.X.2.5.2.1	
	G*C*OGC--- *****	
Contact Point 1. In land warfare, a point on the terrain, easily identifiable, where two or more units are required to make contact. 2. In air operations, the position at which a mission leader makes radio contact with an air control agency.	2.X.2.5.2.2	
	G*C*OGP--- *****	
Coordination Point Designated point at which, in all types of combat, adjacent units/formations must make contact for purposes of control and coordination. Army--A control measure that indicates a specific location for the coordination of fires and maneuver between adjacent units. They usually are indicated whenever a boundary crosses the forward battle area (FEBA), and may be indicated when a boundary crosses phase lines (PLs) used to control security forces.	2.X.2.5.2.3	
	G*C*OGT--- *****	
Decision Point An event, area, line, or point on the battlefield where tactical decisions are required resulting from the wargaming process or the operations order. Decision points do not dictate commander's decisions, they only indicate that a decision is required, and they indicate when/where the decision should be made to have the maximum effect on friendly or enemy courses of action.	2.X.2.5.2.4	
	G*C*OGD--- *****	
Linkup Point An easily identifiable point on the ground where two forces conducting a linkup meet. When one force is stationary, linkup points normally are established where the moving force's routes of advance intersect the stationary force's security elements. Linkup points for two moving forces are established on boundaries where the two forces are expected to converge.	2.X.2.5.2.5	
	G*C*OGL--- *****	

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APPENDIX E

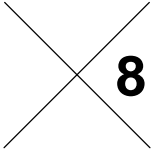
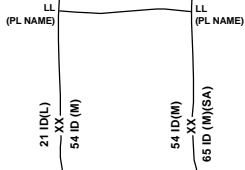
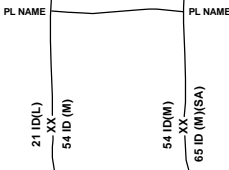
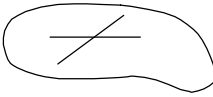
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Passage Point A specifically designated place where units will pass through one another either in an advance or withdrawal. It is located where the commander desires subordinate units to physically execute a passage of lines.	2.X.2.5.2.6	
	G*C*OGN--- *****	
Rally Point An easily identifiable point on the ground at which units can reassemble/reorganize if they become disbursed or aircrews/passengers can assemble and reorganize following an incident requiring a forced landing.	2.X.2.5.2.7	
	G*C*OGR--- *****	
Release Point A well-defined point on a route at which the elements composing a column return under the authority of their respective commanders, each one of these elements continuing its movement toward its own appropriate destination.	2.X.2.5.2.8	
	G*C*OGS--- *****	
Start Point A well-defined point on a route at which movement of vehicles begins to be under the control of the commander of this movement. It is at this point that the column is formed by the successive passing, at an appointed time, of each of the elements composing the column. In addition to the principal start point of a column there may be secondary start points for its different elements.	2.X.2.5.2.9	
	G*C*OGI--- *****	

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APPENDIX E


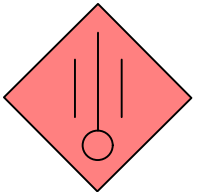
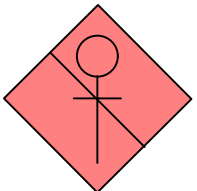

TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Waypoint In air operations, a point or a series of points in space to which an aircraft may be vectored. Army--A designated point or series of points loaded and stored in a GPS device to facilitate movement.	2.X.2.5.2.10	
	G*C*OGW--- *****	
Line	2.X.2.5.3	
Light Line A designated phase line forward of which vehicles are required to use black-out lights at night.	2.X.2.5.3.1	
	G*C*OLN--- *****	
Phase Line A line used for control and coordination of military operations, usually a terrain feature extending across the zone of action. Army--A line used for control and coordination of military operations. It is usually along recognizable terrain feature extending across the sector or zone of action. Units normally report crossing PLs, but do not halt unless specifically directed.	2.X.2.5.3.2	
	G*C*OLP--- *****	
Area	2.X.2.5.4	
Airfield Zone	2.X.2.5.4.1	
	G*C*OAZ--- *****	
Military Operations Other Than War (MOOTW)	2.X.3	

Note: White filled icon represents
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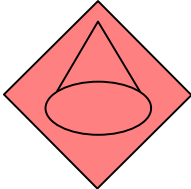
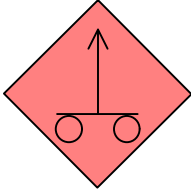
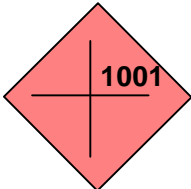
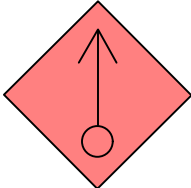
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Violent Activities (Death Causing)	2.X.3.1	
Arson/Fire Arson -The crime of maliciously setting fire to the property of another or of burning one's own property for an improper purpose, as to collect insurance. Fire -A rapid, persistent chemical reaction that releases heat and light, especially the exothermic combination of a combustible substance with oxygen.	2.X.3.1.1	
	GHO*VA---- *****	
Artillery/Artillery Fire Artillery -Large-caliber firing weapons, as howitzers and cannon, that are mounted and manned by crews. Artillery Fire -The discharge of artillery weapons against designated targets.	2.X.3.1.2	
	GHO*VR---- *****	
Assassination/Murder/Execution Assassination -To murder a prominent person. Murder -The unlawful killing of one human being by another, especially with premeditated malice. Execution -Putting a person to death, especially as a legal penalty.	2.X.3.1.3	
	GHO*VM---- *****	
Bomb/Bombing (Hostile) Bomb - An explosive weapon detonated by a predetermined means, as impact, or proximity to an object, or a timing mechanism. Bombing - To attack, damage, or destroy with or as if with bombs.	2.X.3.1.4	
	GHO*VB---- *****	

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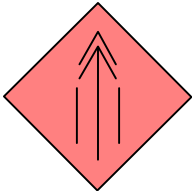
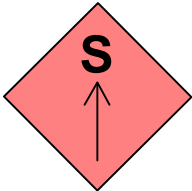
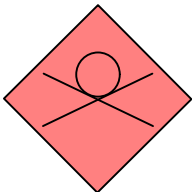
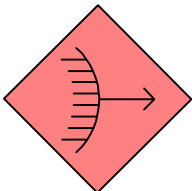
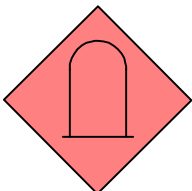
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Bomb/Bombing (Unknown)	2.X.3.1.4	
	GUO*VB---- *****	
Booby Trap An explosive or nonexplosive device or other material deliberately placed to cause casualties when an apparently harmless object is disturbed or a normally safe act is performed.	2.X.3.1.5	
	GHO*VY---- *****	
Drive-by Shooting	2.X.3.1.6	
	GHO*VD---- *****	
Indirect Fire (Unspecified Type) Fire delivered on a target that is not itself used as a point of aim for the weapons or the director.	2.X.3.1.7	
	GHO*VI---- *****	
Mortar/Mortar Fire	2.X.3.1.8	
	GHOVM---- *****	

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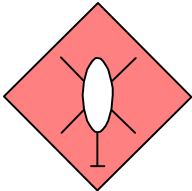
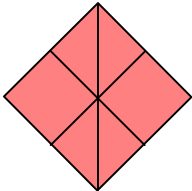
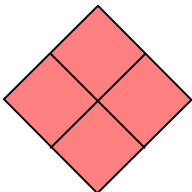
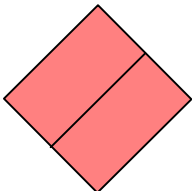
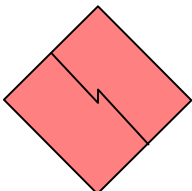
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Rocket/Rocket Fire	2.X.3.1.9	
	GHO*VK---- *****	
Sniping	2.X.3.1.10	
	GHO*VS---- *****	
Poisoning To injure or kill with poison.	2.X.3.1.11	
	GHO*VP---- *****	
Ambush	2.X.3.1.12	
	GHO*VU---- *****	
Ammunition Cache	2.X.3.1.13	
	GHO*VC---- *****	

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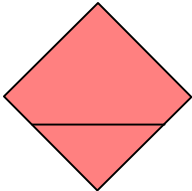





TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Rotary Wing (civilian being used by hostiles or insurgents)	2.X.3.1.14	
	GHO*VH---- *****	
Hostile or Insurgent Motorized Infantry	2.X.3.1.15	
	GHO*VF---- *****	
Hostile or Insurgent Infantry	2.X.3.1.16	
	GHO*VO---- *****	
Reconnaissance/Surveillance	2.X.3.1.17	
	GHO*VL---- *****	
Signal/Radio Station	2.X.3.1.18	
	GHO*VX---- *****	

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APPENDIX E

TABLE E-I. Tactical graphics (cont'd).

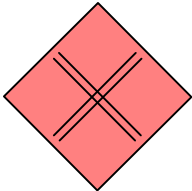
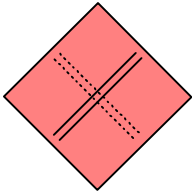
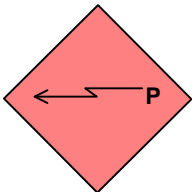
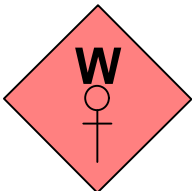
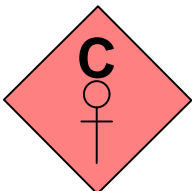
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Supply Cache	2.X.3.1.19	
	GHO*VZ---- *****	
Locations	2.X.3.2	
Black List Location The location of the official counter-intelligence listing of actual or potential enemy collaborators, sympathizers, intelligence suspects, and other persons whose presence menaces the security of friendly forces.	2.X.3.2.1	
	GHO*LB---- *****	
Gray List Location The location that identifies and locates those personalities whose inclinations and attitudes toward the political and military objectives of the US are obscure. May be listed on grey lists when they are known to possess information or particular skills required by US forces.	2.X.3.2.2	
	GHO*LG---- *****	
White List Location The location that identifies and locates individuals who have been identified as being of intelligence or CI interest and are expected to be able to provide information or assistance in an existing or new intelligence area of interest. Usually in accordance with, or favorably inclined toward, US policies. Contributions are based on a voluntary and cooperative attitude.	2.X.3.2.3	
	GHO*LW---- *****	
Operations Military actions or the carrying out of a strategic, operational, tactical, service training, or administrative military mission. The process of carrying on combat, including movement, supply, attack, defense, and maneuvers needed to gain the objectives of any hassle or any battle or campaign. Army--A broad category of related tactical activities, i.e., offense, defense, retrograde, etc.	2.X.3.3	

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APPENDIX E


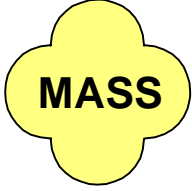

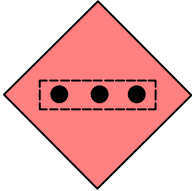
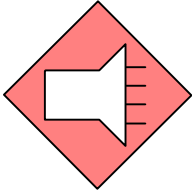
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Roadblock (completed/in-place) A barrier or obstacle (usually covered by fire) used to block, or limit the movement of, hostile vehicles along a route.	2.X.3.3.1	
	GHO*PR---- *****	
Roadblock (under construction) The putting together or assembling of parts in order to create a barrier or obstacle for blocking or limiting the movement of hostile vehicles along a route.	2.X.3.3.1.1	
	GHO*PRB--- *****	
Patrolling The process of gathering information or carrying out a destructive, harassing, mopping-up, or security mission. Accomplished by a detachment of ground, sea, or air forces.	2.X.3.3.2	
	GHO*PT---- *****	
Recruitment (willing)	2.X.3.3.3	
	GHO*PC---- *****	
Recruitment (coerced/impressed)	2.X.3.3.3.1	
	GHO*PCU--- *****	

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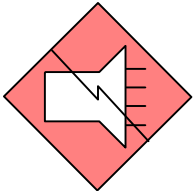
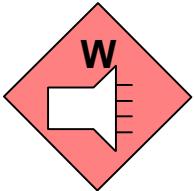
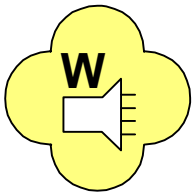
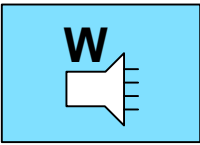
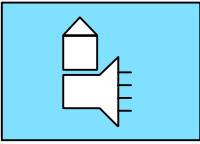
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<p>Demonstration (Hostile) A form of offensive operation which is an attack or show of force on a front where a decision is not sought, made with the aim of deceiving the enemy. It is similar to a feint with the exception that no contact with the enemy is sought. In OOTW, an operation by military forces in sight of an actual or potential enemy to show military capabilities.</p> <p>Demonstration (Unknown)</p> <p>Demonstration (Friendly)</p>	2.X.3.3.4	
	GHO*PD---- *****	
	2.X.3.3.4	
	GUO*PD---- *****	
	2.X.3.3.4	
	GFO*PD---- *****	
<p>Mine Laying</p>	2.X.3.3.5	
	GHO*PM---- *****	
<p>Psychological Operations (PSYOP) Planned operations to convey selected information and indicators to foreign audiences to influence their emotions, motives, objective reasoning, and ultimately the behavior of foreign governments, organizations, groups, and individuals. The purpose of psychological operations is to induce or reinforce foreign attitudes and behavior favorable to the originator's objectives.</p>	2.X.3.3.6	
	GHO*PH---- *****	

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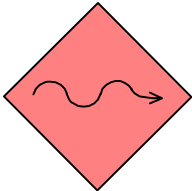

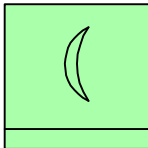
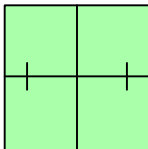

TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
PSYOP (TV and Radio Propaganda) Planned operations to convey selected information and indicators to foreign audiences to influence their emotions, motives, objective reasoning, and ultimately the behavior of foreign governments, organizations, groups, and individuals. The purpose of psychological operations is to induce or reinforce foreign attitudes and behavior favorable to the originator's objectives.	2.X.3.3.6.1	
	GHO*PHY--- *****	
PSYOP (Written Propaganda) (Hostile) Planned operations to convey selected information and indicators to foreign audiences to influence their emotions, motives, objective reasoning, and ultimately the behavior of foreign governments, organizations, groups, and individuals. The purpose of psychological operations is to induce or reinforce foreign attitudes and behavior favorable to the originator's objectives.	2.X.3.3.6.2	
	GHO*PHW--- *****	
	2.X.3.3.6.2	
	GUO*PHW--- *****	
Written Propaganda	2.X.3.3.6.3	
	GFO*PHG--- *****	
House-to-house Propaganda	2.X.3.3.6.4	
	GFO*PHT--- *****	

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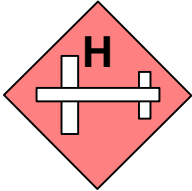
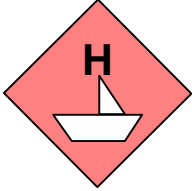
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Foraging/Searching To search for provisions, to make a raid as for food.	2.X.3.3.7	
	GHO*PF---- *****	
Spy 1. A clandestine agent employed by a state to obtain intelligence relating to its actual or potential enemies at home or abroad. 2. The act of watching secretly or covertly.	2.X.3.3.8	
	GHO*PS---- *****	
Food Distribution	2.X.3.3.9	
	GNO*PF---- *****	
Medical Treatment Facility A facility established for the purpose of furnishing medical and/or dental care to eligible individuals.	2.X.3.3.10	
	GNO*PI----*****	
Electronic Warfare Intercept	2.X.3.3.11	
	GHO*PE---- *****	

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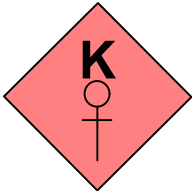
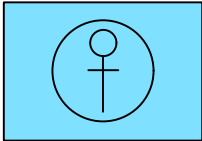

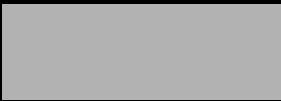
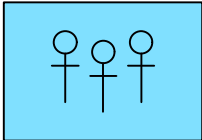
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Extortion Illegal use of one's official position or powers to obtain property, funds, or patronage.	2.X.3.3.12	
	GHO*PX---- *****	
Hijacking 1. To seize control of a vehicle (e.g., an aircraft), in order to go somewhere other than the scheduled destination. 2. To stop and rob a vehicle in transit.	2.X.3.3.13	
Hijacking (Vehicle)	2.X.3.3.13.1	
	GHO*PJV--- *****	
Hijacking (Airplane)	2.X.3.3.13.2	
	GHO*PJA--- *****	
Hijacking (Boat)	2.X.3.3.13.3	
	GHO*PJB--- *****	

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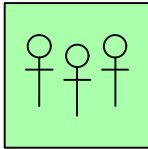


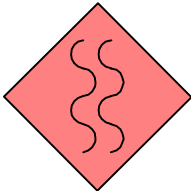
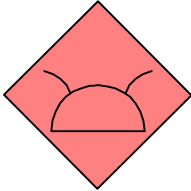
TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Kidnapping To seize and detain a person unlawfully, usually for ransom.	2.X.3.3.14	
	GHO*PK---- *****	
Arrest 1. To stop or check the motion, progress, growth, or spread of someone or something. 2. To seize and hold a person under authority of the law.	2.X.3.3.15	
	GFO*PA---- *****	
Drug Operation	2.X.3.3.16	
	GHO*PO---- *****	
Items	2.X.3.4	
Refugees (friendly) Civilians, who by reason of real or imagined danger, have left home to seek safety elsewhere.	2.X.3.4.1	
	GFO*IR----*****	

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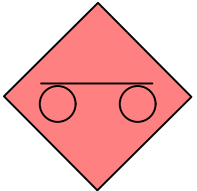


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TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Refugees (neutral)	2.X.3.4.1	
	GNO*IR---- *****	
Safe House (hostile) An innocent-appearing house or premises established by an organization for the purpose of conducting clandestine or covert activity in relative security.	2.X.3.4.2	
	GHO*IS-----*****	
	2.X.3.4.2	
	GFO*IS-----*****	
Graffiti Crude inscriptions or drawings scratched, painted, or sprayed on a surface, as a wall, usually so as to be seen by the public.	2.X.3.4.3	
	GHO*IG---- *****	
Vandalism/Rape/Loot/Ransack/Plunder/Sack	2.X.3.4.4	
	GHO*IV---- *****	

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TABLE E-I. Tactical graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Known Insurgent Vehicle	2.X.3.4.5	
	GHO*IK---- *****	
Drug Vehicle	2.X.3.4.6	
	GHO*ID---- *****	
Internal Security Force	2.X.3.4.7	
	GFO*IF----- *****	

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